

TANUNDA NETBALL CLUB

Selection Policy

Updated January 2024

Selection Policy

1. Purpose

This policy is developed to provide a clear and transparent process for player/team selections.

Tanunda Netball Club can field teams in the following Barossa Light & Gawler Netball Association (BLGNA) grades:

Grades	Age Range	Grade Focus
Go	8 – 10	Participation
Primary	11 and under	Semi-competitive, no finals
Sub Junior	13 and under	Competitive
Junior	15 and under	Competitive
Intermediate	17 and under	Competitive
Senior	N/A	Competitive

From BLGNA rules

The qualification of players for Intermediate, Junior, Sub Junior and Primary Divisions shall be guided by an age limit as at the 31st December. This shall be taken in the year of competition.

Each Club must field teams from the top in all grades in all divisions.

Should a Club, after the ninth (9) round wish to drop a team to a lower grade, they must seek permission using the regrading proforma from the Association. No points or percentages may be transferred from one grade to another.

A player must not drop more than one grade from one season to the next.

The number of teams in each grade will be determined by the number of available players for the applicable grade for each season.

2. Selection process

- 2.1 The Tanunda Netball Club is committed to fairness, transparency and equity.
- 2.2 The Tanunda Netball Club adopts an approach which recognises that teams vary in size, skill and ability, but that all players are entitled to be treated fairly.
- 2.3 All team selections will be made in compliance with all applicable BLGNA rules.
- 2.4 At the commencement of trials, the Committee shall determine player numbers for each team/squad.
- 2.5 In the event that player numbers exceed the number of players required in each team/squad, players may not receive selection in a team at Tanunda Netball Club.
- 2.6 The Tanunda Netball Club will advise players of excess numbers as early as possible so as to provide players with an opportunity to register at another club.
- 2.7 With respect to Senior and Intermediate squads, the coaches of each team will have an opportunity to assist with the final selection of teams, considering any feedback provided during the trial process by the selectors.

3. The Selectors

- 3.1 Tanunda Netball Club will endeavour to appoint an appropriate number of selectors for each grade.
- 3.2 The Tanunda Netball Club's preference is for a selector to be "independent" for each grade, i.e. they are neither a coach nor an immediate family member of any player in that grade. Where possible selectors from outside of the TNC community will be used.
- 3.3 <u>All</u> selectors will act in an independent manner that ensures transparency, impartiality and fairness.
- 3.4 The selectors, where possible, are to attend **all** trials for the relevant grade.
- 3.5 Additional selectors, where required, may be appointed by the Committee.
- 3.6 The Committee has the authority to ask a conflicted party to step aside from a particular role where appropriate to do so.
- 3.7 The selectors may delegate any warm up, skills & drills prior to game play, to allow them to focus on preparation for trial session.

4. Trial process

- 4.1 The trial period is to commence no later than the second week of February each year to ensure that players can be properly graded as early as possible. (Excludes Go and Primary grades).
- 4.2 The trial period must consist of a minimum of four trial sessions.
- 4.3 Subject to clause 4.4, all players eligible and wishing to play in a competitive grade for the Tanunda Netball Club are required to attend a minimum of four trial sessions and players cannot be considered for the higher graded teams if they do not attend these sessions. If any player is unable to attend a scheduled trial session, they must notify the Club Secretary by email by no later than 12.30pm on the day of the trial session.
- 4.4 A player may apply to the Committee to attend less than the minimum of four trial sessions if they can provide a genuine reason for non-attendance (i.e. work or illness), including the provision of supporting documentation, if requested. Any such application must be made prior to the conclusion of trials for the grade in which the player wishes to be selected.
- 4.5 No player will be placed in a team of their own choosing without approval of the Committee
- 4.6 Late registrations to trial/join a squad will only be accepted if there are team vacancies and/or approval by the Executive Committee. Once approval is granted, preference would be for the player to attend a minimum of two training sessions before being placed in a team (subject to BLGNA rules for grading).
- 4.7 Players are expected to abide by the selection decision when teams are announced.

5. Request to Play in a Higher Grade

- 5.1 Players may request consideration for selection in a higher age group or grade by applying in writing to the Committee, prior to the first trial session, detailing the following:
 - 5.1.1 Name (and date of birth for juniors)
 - 5.1.2 The grade played in the previous season
 - 5.1.3 The grade being requested
 - 5.1.4 Detailed explanation for the reason behind the request.
- 5.2 The Committee will consider the request and provide advice to the relevant grade selectors.
- 5.3 A request to play in a higher age group or grade does not guarantee the request will be accepted.
- 5.4 A request to play in a higher grade will not be considered if a position is not available or the move would in any way negatively impact on any other registered player.

6. Movement of Players

- 6.1 Players should be aware that they may be moved on merit, to a team in a higher grade.
 - 6.1.1 This may occur because of illness, injury or unavailability and may be a permanent or temporary move.
- 6.2 If a player in a lower grade is seen to be performing better than a player in a higher grade, the coaches may in consultation with the Committee change players.
- 6.3 Where changes to teams are required, players will be notified before or at the commencement of a training session.
- 6.4 When teams/squads are announced, coaches are to ensure players are aware that movement of players may also occur within the first nine (9) weeks of the season if they believe players are better suited to play within another team.

Go and Primary Teams

- Go and Primary teams will be selected with a focus on participation
- By focussing on participation and grouping players in similar age and skill levels, the Tanunda Netball Club seeks to provide each player with the best opportunity for skill development. Refer to Appendix A for BLGNA guidelines
- Go and Primary teams will be selected based on their age, previous playing experience and skill level.

Sub Junior and Junior Teams

- These teams will be selected with a strong focus on competition.
- These teams will be selected based on player skill levels, with emphasis on the skills required for relevant court positions. Refer to Appendix B

Intermediate Teams

- These teams will be selected with a strong focus on competition.
- These teams will be selected based on player skill levels, with a strong emphasis on the skills required for relevant court positions. Refer to Appendix B.
- Players eligible to play in Intermediate grades are encouraged to attend pre-season training and trials with Senior teams.
- After playing two seasons in the Intermediate grade, players will be encouraged to trial for Senior teams. Team selection will be based on skills and maturity required to compete at senior level.
- Intermediate players filling a temporary position for any senior team during the season is permitted and encouraged.

Senior Teams

- These teams will be selected with a strong focus on competition.
- These teams will be selected based on player skill levels, with a strong emphasis on the skills required for relevant court positions. Refer to Appendix B

Appendix A: {Source BLGNA Guidelines document as at November 2021}

GO GUIDELINES:

- 11.1 A minimum of two quarters to be played in one position.
- 11.2 Players to play in only defence, centre or attacking positions in the one game. Ideally players to play in one of the thirds for 2 3 games in succession. This allows development of court specific skills.
- 11.3 It may take until the second round for all players to play in each area and position.
- 11.4 Players to experience equal court time in all positions across the year (as close as practical).
- 11.5 Coaches to allow umpires to give directions when whistle is blown, and play has stopped.
- 11.6 Coaches to position themselves on opposite side of the court to umpire. Coaches not to position themselves on the baseline.
- 11.7 Maximum of two coaches per team to walk the side of the court, being mindful of not obstructing umpires and their role.
- 11.8 White scorecard only required with a list of Christian or abbreviated name and surname, as registered with the Association, for insurance purposes and primary carers name. Scores should not be recorded on white scorecard, scores to be kept by coaches, for their records only. These are not to be publicised in the written media or Club media.
- 11.9 Players for this division to be aged between 8 and 10 years.
- 11.10 Exemption permitted with Board approval, upon formal request in writing from the players Club for a player aged under 8 years.
- 11.11 Players may be borrowed from opposition team to ensure game can proceed

PRIMARY GUIDELINES.

- 12.1 Clubs are encouraged to supply an experienced umpire on both Primary grades.
- 12.2 Umpires to be able to give basic guidance (e.g., don't forget your foot needs to be behind the line, should you be taking that free throw) This to be at the discretion of the umpire after discussing with coaches at beginning of game.
- 12.3 If required, coach is able to speak with umpires prior to commencement of game to identify any specific guidance which players may need.
- 12.4 Players to have even court time across the season.
- 12.5 Players to experience playing at least two positions during the season.
- 12.6 Coaches to remain in team bench area.
- 12.7 Team official to be able to call time for an injured player. Injury time guidelines must be followed once time is called.

Appendix B: {Source: Netball Australia Selectors Resource Manual}

General attributes to look for in Shooters

- High volume and accuracy under pressure
- Consistency in shot technique
- Shot selection when to shoot and when to pass
- Shot variations step backs, step to the side, step ins & penalty shots
- Variety of attacking moves
- Acceleration off the mark
- Strong leads to the ball
- Understanding of space & space protection
- Looks to the post
- Open vision
- Entry into circle
- Ability to work in 'partnership' with other shooter and attack unit
- · Ability to use and understand screens
- Reads the play well
- Good understanding of what is happening around them
- Strong rebounder
- Good defensive skills (one on one, change of direction, recovery, hands over ball, delay and deny a drive)

General Attributes to Look for In Wing Attack

- Acceleration off the mark
- Clear and decisive pass selection
- Variation in timing of release of ball in relation to the situation
- Range of attacking moves
- Speed in change of direction (footwork)
- Selection of ball delivery (finesse and 'touch')
- Awareness of space & team mates
- Understanding of what is happening around them
- Ability to get onto and deliver from the circle edge
- Ability to balance on circle edge and controlling offside
- Positioning ability to hold space on circle edge
- Feeding or defence of feeds
- Open vision
- Good defensive skills (one on one, change of direction, recover, hands over ball, delay and deny a drive)
- Ability to work in 'partnership' with the centre and the attack unit

Appendix B: continued

General Attributes to Look for In Centre

- Good decision making
- Strong attacking drives with a range of attacking moves
- Selection of ball delivery (finesse and 'touch')
- Clear and decisive pass selection
- Variation in timing of release of ball in relation to the situation
- Good vision & space awareness
- Speed in change of direction (footwork)
- Ability to get onto and deliver from the circle edge
- Ability to balance on circle edge and controlling offside
- Positioning ability to hold space on circle edge
- Ability to keep opponent off the circle edge
- Feeding or defence of feeds
- Ability to read play & attempt to intercept (sometimes away from immediate opponent)
- Strong defensive skills (ability to work in partnership with WD) (one on one, change of direction, recover, hands over ball, delay and deny a drive)
- Ability to work in 'partnership' with the Wing Attack and link both ends of the court

General attributes to look for in Wing Defence

- Acceleration off the mark
- Quick footwork
- Strong one on one defence
- Strong defensive skills (ability to work in partnership with C) (one on one, change of direction, recover, hands over ball, delay and deny a drive)
- Forces opponent to run into restricted space
- Ability to work in partnership with the centre and the defensive unit
- Good vision & space awareness
- Recognise and adapt to change of attacking strategies
- Ability to read the play and anticipate flight of the ball
- Ability to defend preliminary moves then come off immediate opponent to intercept
- Strong delivery into attack
- Selection of ball delivery
- Variation in timing of release in relation to the situation

Appendix B: continued

General attributes to look for in Circle Defence

- Strong one on one defence
- Anticipation reading the play
- Acceleration off the mark
- Recognise and adapt to change of attacking strategies
- Ability to read the play and anticipate flight of the ball
- Ability to defend preliminary moves then come off immediate opponent to intercept
- Quick footwork
- Ability to work in partnership with other circle defender and defensive unit
- Ability to communicate
- Strong body control
- Variety of defence on shot Lean/Jump/Intensity/Timing
- Excellent rebound skills
- Forces opponent to run into restricted space
- Good vision & space awareness
- Strong delivery into attack
- Selection of ball delivery
- Variation in timing of release in relation to the situation