

GRADING INSTRUCTIONS

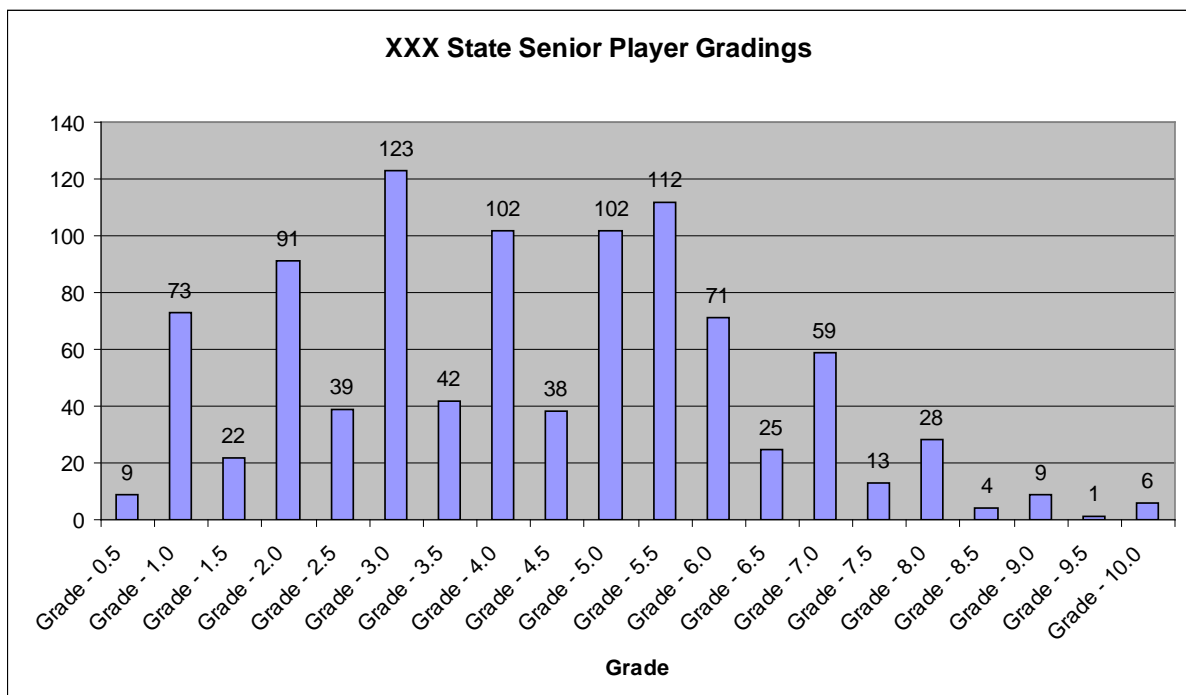
The most important point - No system will work unless it's used correctly.

Summary

This system grades players from bottom up and top down. From the bottom up to 6 it uses a skill assessment to assist grading officers. Gradings 6.5 to 10 are determined on player competitiveness relative to player gradings following each nationals. (explained later in document). The system also contains 4 player categories called proficiency bands to assist grading officers. Each band provides a general description as to the general standard of player that belongs in that band.

Half Points!

A critical point to note is that half points are to be used. Half points are not irrelevant. They are a separate level that represents another level of ability. **Between 0.5 and 10 there are 20 different levels.** A Half point may not seem like much and the reality is the difference between a player graded say 3.5 and 4 is not a lot. However half points become a critical issue when you start looking at the point differences between teams especially when teams are graded by different people and those teams are on a cusp of a grade and can go in one grade as the top rated team or the next grade up as the lowest rated team. So yes, a half point can be the difference between grade a team plays in. When we looked one state it was obvious that half points needed to be used. As shown below.



Gradings 0.5 up to 6

For gradings up to and including 6, players will be graded based on their ability to perform skills listed on the grading assessment sheet (attached). By using relevant skills with appropriate grades it should become hard to incorrectly grade players. The benefit of this approach is that players can't hide their skills during a game.

Within the assessment sheet are minimum grading rules to prevent under grading. These rules just say if you can perform a certain skill than your grade cannot go below a certain level. For example, if a person can perform the skill listed as a minimum grade rule than they must be graded no lower than the grade assigned to that rule

Gradings over 6

After each Nationals, the National Grading Committee will review the grades of all participants and shall do this with reference to the results. These gradings will then be distributed and players requiring a grading over 6 shall be graded on their skill level in comparison to national players.

The Basic Fundamental Skills

As the name suggests the basic fundamentals are a list of basic skills required to play polocrosse. The basic fundamental skills; are:

- Line up, go for the ball and or racquet another player to prevent them getting the ball;
- Turn out following the throw in and pursue play;
- Clear the area;
- Pass to another player;
- Catch the ball from another player;
- Perform a penalty throw;
- Bounce the ball over the line; and
- Throw for goal.

Instructions

1. Half points must be used.
2. A player is graded on ability only not the length of time they have played or age or gender. Every player gets graded on ability and ability alone.
3. The lowest grade is 0.5 out of 10
4. The highest grade is 10 out of 10. It should be noted that 10 out of 10 does not mean the player is perfect; it only means that the player belongs to the group of best players currently playing the sport at the highest level.
5. If a complaint is received regards the grading of a player and after review that player is assessed to be under graded by 1.5 points or more then that players club and the zone grading officer shall have their player status suspended for the next 5 carnivals in their zone/region.
6. Minimum grade rules are used to prevent under-grading. This is achieved by setting a minimum mandatory grade once a player can perform a predetermined skill. An example of this is: *"Consistently pick a ball up at a gallop: If a player can do this they are to be graded no less than a 4"*
7. To accommodate varying degrees of proficiency, skills are to be assessed against three levels of proficiency. Grading officers should circle the top 3 to 5 proficiency levels applicable to the player and assign the grade closest to the average (unless that grade is lower than an applicable minimum grade rule in which case the player is given the grade assigned to that rule.)

For example:

The Skill:	Can consistently pick the ball up at a gallop.
The Proficiency:	Sometimes or Mostly or Almost Always

Proficiency Bands

Band 1 – Basic Foundation Skills require further development (points range: 0.5 to 2.5)

This band is comprised of players who need to learn and/or further develop their skills before they are able to compete in a “more flowing” game. Generally any application of “tactics” is limited to basic responses.

Band 2 – Basic foundation Skills Established and Applied Competitively (points range: 3 to 4.5)

This band can play with a significantly greater tempo and accuracy although mistakes still occur regularly. As players progress to the higher end of this band they begin to perform/attempt more complex moves. The level of effort required to perform basic skills is reducing. Players level of situational awareness is improved significantly which results in more a more tactical/strategic approach to playing games.

At the top end of this band a player is capable of playing safely in a club-level A grade game although they would be highly uncompetitive.

Band 3 – Proficient – Advanced skills are developing/developed (Points Range: 5 to 6)

Players in this band are proficient polocrosse players. They successfully perform the basic fundamentals with ease under opposition as well as more advanced manoeuvres. They are capable instructors and possess an above average knowledge of the game and capable of applying tactics effectively.

Band 4 – Highly Skilled / Mastery of game Achieved (points range 6.5 to 10)

Players in this band are very dominating at normal club carnivals. Their skills are honed and they perform complex difficult manoeuvres with great ease and are able to rapidly assess the game environment and effectively respond. Players in this band are able to play at the highest standard against the hardest and most capable opponents. At the top end of this band, these players (when suitably horsed) will dominate all but the best players riding the best horses.

