
SINGLE GAME VOUCHER POLICY

Version: 3	Reviewed on: 30/10/2025
Responsible Person: Charlene Smith	Approved by Board on: 30/10/2025
Position: President	

APPLICABILITY

This policy applies to all Board, Sub Committees, Affiliated Members and their Members. All volunteers, spectators and other participants of Success Netball Association Activities.

CHANGES TO THIS POLICY

This Policy may be cancelled, amended, or supplemented by the Association as and when it sees fit. Any variation will be emailed to Clubs and Entity Teams by the Association and uploaded to our website. The Association will review this policy on a regular basis to ensure that it remains effective in supporting the objectives and strategic direction of the Association, and to ensure ongoing best practice.

INTENT OF POLICY

Netball WA requires all participants in affiliated competitions to be appropriately registered to be eligible to participate. To achieve this at Success Netball Association, all Players must:

- Be registered as a Player in a Nominated Team for the current season, or;
- Purchase a Single Game Voucher for each game played in a Nominated Team.

The purpose of this Policy is to clarify how an individual can participate as a player at Success Netball Association Inc. who is not registered as a player in a Nominated Team in Play HQ.

THE POLICY

A Single Game Voucher (SGV) is a voucher that is used for a fill in player. This provides insurance cover for the player in the event of an injury. Failure to purchase an SGV prior to the commencement of the game will be classified as playing an ineligible player. Refer to playing an ineligible player in the [Competition Handbook](#).

1. The SGV is available from SNA Administration prior to the start of the game or clubs can complete the online form during the week prior to the game
<https://forms.gle/YQgSRB3dvenrbs5C6>
2. If applying prior to the game on Saturday the voucher must be attached to the scorecard, SGV's pre organised 24 hours prior to the start of the game will be attached to the scorecard by SNA Administrator. SGV Vouchers must be applied for and approved 10 minutes prior to the start of the game and attached to the scorecard.
3. The cost of the SGV will be invoiced to the relevant club. Cash will not be acceptable (except is Spring).

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- 3.1. The cost of a SGV for a player affiliated with Netball WA is \$10.
 - 3.2. The cost of a SGV for a player not affiliated with Netball WA is \$15.
 4. Players may only play two (2) matches on a SGV.
 5. If the player is required to play on a third match, the player must be registered via Play HQ prior to the commencement of the game.
 6. Fees already paid for an SGV do not count towards playing fees.
 7. SGV's do not count towards the five (5) games required to qualify for Finals.
 8. A SGV may not be used in Finals Matches.
 9. A team may only have a maximum of two (2) players playing on a SGV in any one match. If a club has more than two players on an SGV in any one match, the additional players are deemed ineligible players. Refer to playing an ineligible player in the Competition Handbook and the Fines and Penalties Table.
 10. Once a player has played for a Club on a SGV they are deemed to be affiliated with that Club. They may not play nor register with another club during that season without prior approval from the SNA Board. [Refer Exemption Policy](#).
 11. Clubs will be held liable for the behaviour of the Single Game Voucher player.
 12. Clubs requiring a SVG for postponed games (those not played on a Saturday) must purchase these from SNA Administrator PRIOR to the game being played.

PENALTY

Failure to purchase a SGV prior to the commencement of the game will be classified as playing an ineligible player. Refer to playing an ineligible player in the [Competition Handbook](#) and [Fines and Penalties Table](#)

RELATED DOCUMENTS

[Competitions Handbook](#)
[Exemption Policy](#)
[Fines and Penalties Table](#)
[SGV Form](#)