

## 58. Single Game Vouchers (SGV)

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, and the scorecard. Failure to purchase an SGV prior to the commencement of the game will be classified as playing an ineligible player, with the penalty being *\$50 fine, forfeiture of the match and 0-20 score recorded* for teams in the Juniors and Open Competitions. (Penalty 12B). Set & GO teams playing an ineligible player will receive a *warning* for the first offence and a *\$50 fine* for the second offence (Penalty #12A).

### 58.1. SNA Single Game Voucher (SGV)

- 58.1.1. The SGV is available from a SNA Committee Member prior to the start of the game.
- 58.1.2. The player obtaining the SGV needs to be present.
- 58.1.3. The Voucher must be attached to the score card.
- 58.2. The cost of the SGV will be invoiced to the relevant club. Cash is no longer acceptable.  
The cost of a SGV for a player affiliated with Netball WA is \$10.  
The cost of a SGV for a player not affiliated with Netball WA is \$15.
- 58.3. Failure to purchase an SGV prior to the commencement of the game will be classified as playing an ineligible player, with the penalty being *\$50 fine, forfeiture of the match and a 0-20 score recorded* for teams in the Junior & Open Competitions. Set & GO, playing an ineligible player will receive a *written warning* for the first offence and a *\$50 fine* for the second offence (Penalty #12).
- 58.4. There are conditions associated with an SGV.
  - 58.4.1. Players may only play two (2) matches on an SGV. The third time a player takes the court they are liable for full SNA, SEDNR and Netball WA fees. Fees already paid for an SGV do not count towards these fees.
  - 58.4.2. SGV's do not count towards the five (5) games required to qualify for Finals.
  - 58.4.3. An SGV may not be used in Finals Matches.
  - 58.4.4. A team may only have a maximum of two (2) players playing on an 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 and fined accordingly. *\$50 fine, forfeiture of the game 0/20 score recorded* (Penalty #12B).
  - 58.4.5. Where a player is already affiliated with Netball WA, they must purchase a SNA SGV.
  - 58.4.6. Once a player has played for a Club on an 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 board.
  - 58.4.7. Clubs will be held liable for the behaviour of the Single Game Voucher player (Penalty #9).
  - 58.4.8. Clubs requiring an SVG for postponed games (those not played on a Saturday) must purchase these from the Association Manager PRIOR to the game being played.

## 56. Score Cards

- 56.1. The official score card is the only one accepted. Score cards are to show the result of the match, the Team names and numbers, Division, Date, player positions for each quarter, and the players' names, with surnames in alphabetical order. The score card must be completed in black or blue ink not fluoro or pencil.
- 56.2. Players taking the court must have their positions accurately recorded on the score card for each quarter.
- 56.3. All recording on the score card should be written in ink.
- 56.4. The score cards are pre-printed from the SNA Office and available to collection from the SNA Office prior to each game. Names will be recorded from team lists on MyNetball. Players not playing on game day, need to be crossed out and any additional players added, clearly noting next to their name one of the following:
  - PU – Playing Up
  - NR – New Registration
  - SGV – Single Game Voucher