

Polocrosse Player Grading Assessment Tool

Skill	BAND 1					BAND 2				BAND 3			BAND 4								
	Basic Foundation Skills require					Basic Foundation Skills				Advanced Skills			Highly Skilled								
	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	
0.5 to 2.5	Can pass and/or catch ball standing still or at very low speed, without too much difficulty	S	M	A																	
	Can pick up ball without too much difficulty, standing still, unopposed	S	M	A																	
	Comfortable beyond slow canter		S	M	A																
	Likely to get ball when taking penalty throw at a steady controlled paced & unopposed		S	M	A																
2 to 3	Can successfully throw and catch ball in motion				S	M	A														
	Likely to get ball when taking penalty throw at controlled paced under limited opposition				S	M	A														
	Likely to score if in area with ball and unopposed				S	M	A														
	Often able to pick up ball unopposed whilst in motion but not at high speed				S	M	A														
Can successfully & consistently bounce ball over line at & throw for goal or clear Area at steady pace If a player can do this than they are to be graded no less than 3																					
3 to 4	Able to compete for ball when opposed and in motion					S	M	A													
	Starting to apply basic tactics during play whilst possessing ball					S	M	A													
	Usually able to achieve unopposed racquet side pick ups at controlled pace					S	M	A													
Consistently Pick a ball up at a gallop If a player can do this than they are to be graded no less than 4																					
4 to 5	Can play safely at full speed/capacity of horse (does not have to be competitive just safe)						S	M	A												
	Missing unopposed racquet side pick ups unusual						S	M	A												
	Sometimes makes unopposed non-racquet side pick ups						S	M	A												
5 to 6	Would be able to safely participate in Club A grade game. (competitiveness is irrelevant)							S	M	A											
	Able to successfully apply all fundamental skills under competitive conditions at speed.								S	M	A										
6.5 to 7																					
7 to 8																					
8 to 9	Players requiring grades above 6 will have a grading allocated based the their relative competitiveness against national level players.																				
9 to 10																					
10																					
S	Sometimes (50/50)																				
M	Mostly (More often than not)																				
A	Almost always																				

Notes: 1. when players leave the sport for 2 or more years and return and have not been graded by their club then: • Players who were graded over 5 are to have their grading reduced by 2 points until they can be regraded. • Players graded 5 and lower retain their grade until they are regraded. Players must be graded by their club grading officer as soon as is possible to get the current grade correct.
 2. No player is to be graded zero (0).

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 in 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 going up a grade or down a grade. This is particularly relevant for lower graded teams where as little as half a point determines the grade a team plays in.

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. By using relevant skills with appropriate grades it should become easy to correctly 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 then your grade cannot go below a certain level. For example, if a player can perform the skill listed as a grading rule with a rating of 4 then that player cannot be graded any lower than a 4.

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 Fundamental Skills

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

- Control the horse and position in a line up
- At the throw in, 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;
- Pick up a ball in a canter;
- Bounce the ball over the line; and
- Throw for goal.

Instructions

1. Half points must be used.
2. there are no gradings of 0 (zero) the minimum grade is .5.
3. 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.
4. The lowest grade is 0.5 out of 10
5. 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.
6. Instances where players have been deliberately or negligently under graded to obtain an unfair advantage will be dealt with as a disciplinary offence. (Under grading must be significant and not just a minor difference of opinion or be based on a players genuine improvement over the short term)
7. 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"*
8. To accommodate varying degrees of ability, player skills are to be assessed against three levels of proficiency. For example:

The Skill: Can consistently pick the ball up at a gallop uncontested

The Proficiency: Sometimes or Mostly or Almost Always

9. 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.)
10. Players coming back into the sport after 2 or more years break and have not been graded by their club then:
 - Players who were graded over 5 are to have their grading reduced by 2 points until they can be regraded.
 - Players graded 5 and lower retain their grade until they are regraded.

Players must be graded by their club grading officer as soon as is possible to get the current grade correct.

11. After using the grading assessment tool, the grading officer should have regard for a player's physical strength, endurance and tenacity and consider making a small adjustment in the final grade in accordance with the following. (Note that the following does not allow for a player to be graded below a minimum grading rule)

Low: Player has a lower level of physicality and tenacity than others and while being able to perform the same skills as an opponent they will not compete with the same level of vigour, tempo and strength. (reduce rating by 1/2 point).

Medium: Player is quite competitive in their grade but would not be described as having a must win attitude. They may "hit" hard from time to time but would not be considered a formidable opponent at within their respective grade. (leave rating as assessed using grading assessment tool)

High: Player is highly competitive and strong, they will not give up and typically give the game "everything they've got"(Increase rating by 1/2 a point)

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/controlled 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.