

Policy and Procedures Ruling -

## 52. Single Game Vouchers

I. Teams must have 7 registered players that have registered and paid in full before they can use Single Game Vouchers. Players using the Single Game Vouchers must not enhance the performance of the team to such extent that they influence the outcome of the match.
II. Single Game Vouchers will be $\$ 20.00$ per game per voucher.
III. If a player decides to register after using any SGV, these games will be allocated to qualifying.

IV: Players must have used and paid for 7 vouchers before they can qualify for finals during Winter and 5 games during Spring on a SGV system - Vouchers must be purchased during Finals as well to cover them for insurance. SDNA will then write. the player on scorecard during Final matches.

The above point will help with FIFO / Shift Workers.

V: Unlimited number of vouchers can be used, and voucher games can count as Games played as per the above.

If a player has registered at another Association for the year, then they can fill in for up to two times free of charge and the third time that player will have to register and pay fees. Then the games played will count for games played.
** Keep in mind when a single game voucher is used, players must not play down a division on the same day. If they use SGV in future weeks, they only play in the original division or higher.
E.g. - Can not play one week in Division 1 and then another week in Division 3

If a player chose to fill in for a club in two different divisions, they can do so providing the lower division is played first. Keep in mind they will need to purchase 1 voucher per game played.

