



2026 MacG



NIGHT SEASON

2026 MACG NIGHT SEASON COMPETITION MANUAL

This manual outlines the competition for the 2026 MacGregor Netball Association (MacG) Netball Night Season. It's intended for use by team officials, players, and supporters. Any questions or clarification on the information provided – email MacGregor Netball (macgregorna@outlook.com.au) or visit the front counter during Wednesday Night Fixtures.

ABOUT THE DIVISIONS

For the 2026 Night Season all divisions 9yrs+ are competitive, with scores being officially recorded on paper scoresheets. Due to the number of teams in each division 9-10yrs and 13-15yrs will play for First Past the Post and 11-12yrs and 16yrs+ Snr Mixed will have a finals round - all divisions will have 1st, 2nd and 3rd medals awarded.

GAME DURATION

9-12yrs divisions will play 12-minute quarters with 3 minutes breaks and 13 years+ will play 15-minute quarters with 3 minutes breaks.

GAME TIMES

Game times during night season will remain consistent.

- | | |
|---------------------------|---------------------|
| ▪ 9-10yrs | will play at 6.00pm |
| ▪ 11-12yrs | will play at 6.00pm |
| ▪ 13-15yrs | will play at 7.15pm |
| ▪ 16yrs+ Snr Mixed | will play at 7.15pm |

Game times, including opposition and court numbers will be published through the Netball Connect App, players and supporters should check this regularly for any changes.

GAME POINTS

The winning team will be awarded 2 competition points in Netball Connect.

In the event of a forfeit, the winning team will be awarded 2 competition points in Netball Connect.

In the event of a draw, each team will receive 1 point in Netball Connect.

ROLLING SUBS

Rolling subs may be used in the 10yrs+ Divisions.

If teams are using 2 x sets of bibs, the second set must be of the same colour for umpire clarification.

Players must follow the rules of netball when subbing on and off the court (i.e., not entering the court from an offside position) and must run behind the umpire to not interfere with play.

Players subbing onto the court, must wait in the coach's box until the player subbing off tap their hand.





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GENERAL RULES

The rules of play shall be as per the current "Official Rules of Netball Australia" excluding Tactical Changes.

MALES/MIXED RULES

9-12 years divisions – there are no rules regarding boys and no minimum or maximum number.

13-15 years – Male players are not required to participate in these teams. If there are male players in a team, there is a maximum of two (2) males on the court at one time, and they must be positioned in different thirds.

16yrs+ Snr Mixed - There is a maximum of three (3) male players permitted on the court at any time and must be positioned in different thirds.

PLAYER ELIGIBILITY

Teams may register a maximum of 12 players. A team must have a minimum of 5 players to take the court.

Players taking the court **MUST** be registered and allocated on the team sheet in Netball Connect.

Teams may register new players up to the 4th last fixture round.

PLAYING UP

Where teams are requesting players to play up a division, a Team Official must submit a form for approval to MacG at least 30 minutes before the start of the round in which they are asking to play. [Click here](#) to download the form.

If a player takes the court without this approval, the team they are playing for will lose competition points and the player will be asked to leave the court. This may also impact the player's ability to play up in the future.

Players can play up in a higher division 3 times but only in the same team – on the 3rd time they will become a registered player in that team and will remain in that division. Players can play up in any team regardless of club affiliation, but once a player has played up for a team they can only play up for that team again.

Players cannot play across a division in another team.

SCORING

All competitive games will use paper scoring. Each team must provide a scorer each week. Scorers from opposing teams must sit together in the scorers' box during the game to ensure transparency in the scores.

Any disagreements in scoring, must be addressed immediately following the game with MacG Officials at Control. Any disputes lodged later than this, will be dismissed. If a team does not provide a scorer, they will be unable to lodge any disputes on the final score.

FORFEIT

Any team needing to forfeit are to contact MacG as soon as possible in writing via email macgregorna@outlook.com.au so MacGregor can inform all parties. Teams forfeiting will receive no points, with the opposing team receiving 2 points.



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UMPIRING

All teams must supply a suitably qualified umpire for all fixtures. Failure to do so will result in a forfeit by the team. Registered players may act as the team umpire each week but must umpire the entire game and not switch between playing and umpiring.

Umpires provide the opportunity for everyone to play the game in a safe, fair and enjoyable environment. Our umpires have the right to feel safe and protected. MacG will not tolerate any bad behaviour towards them. Such behaviour may result in persons involved being asked to leave the venue and/or an ongoing suspension.

Playing captains are allowed to approach the umpire in a respectful and positive way to ask for clarification of rulings – but only during quarter breaks. Coaches, other players and spectators are not to approach the umpire at any time. Should a team have concerns about umpiring, they should approach MacG (via Control during the game). Remember without the work our umpires do, we simply do not have a game.

COACHES & PLAYERS

Coaches must STAND in their allocated Coach's Box during the game time.

Players must STAND behind their allocated Coach's Box during the game time.

Spectators are not permitted to sit with the players and must ensure adequate space between themselves and the sideline for safety of coaches, players, umpires, and officials. Spectators must comply with all requests from MacG officials, including moving to a different area so as not to impact the completion of the round.

FINALS FORMAT

Due to variations in the number of teams across divisions, different competition formats will be applied to ensure fairness and provide each team with an equitable opportunity to play against other teams within their division. The following formats will apply to each division.

Division	Rounds	Finals
9-10yrs	9 Rounds – 4 x Teams Play each other 3 times Round 1 and 8 – Double header	First Past the Post Round 9 – Medals Awarded
11-12yrs 16yrs+ Snr Mixed	7 Rounds – 7 x Teams Play each other once Round 1 Cancelled Each team has a bye Round 8 – Placement finals 7 th team knocked out of finals	Round 9 Finals 1v2 3v4 5v6 Round 9 – Medals Awarded
13-15yrs	9 Rounds – 9 x Teams Play each other once Each team has a bye Round 1 and 8 – Double header	First Past the Post Round 9 – Medals Awarded



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INJURY TIME

There is no injury time throughout the regular night season unless a player is seriously injured and cannot be removed from the court.

All major injuries should be reported to the MacG control as soon as possible, so the appropriate treatment can be arranged, and Injury Form filled in. MacG can only provide limited first aid (for minor injuries). [Click here](#) for the form.

BLOOD

If any participant bleeds during association sporting activities, both the player who is bleeding and any player with blood on them would need to leave the court. The player(s) must leave the court within 30 seconds and receive treatment off the court and cannot return to the court until the blood has been removed and the injury has been covered securely.

WEATHER IMPACTED ROUNDS

MacG Management Committee, in consultation with Team Officials, will determine if a weather policy should be implemented at any time. Players, spectators and officials should refer to their team representatives or communications through MacG socials to clarify if changes will occur during their game.

If a whole round, or division is cancelled due to weather (or other reasons as advised by MacG), the organisers will endeavour to catch-up the round with a double header the following week.

PHOTO CONSENT

Spectators, players or officials should show respect to all players and seek approval from the opposing team manager prior to taking any photos or posting images on social media.

PIERCING

As outlined in the INF Rules (2023) players must not wear anything that could endanger themselves or other players, specifically: no body piercings including earrings, and no adornment that may endanger player safety. All other adornments (including medical devices) must be securely covered with tape and/or padding. (Rule 3:12)

PROTEST/INCIDENT REPORTS

All protests or incident reports must be sent to MacG via email macgregorna@outlook.com.au or handed in at the counter and will only be considered if received from an affiliated club and management member within 48 hours of the incident.

CODES OF CONDUCT

MacG adopts and abides by all Codes of Conduct from Netball Queensland and Netball Australia.



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GENERAL POLICIES

ANTI-DISCRIMINATION & HARASSMENT

MacG does not tolerate any form of discrimination or harassment. Any complaints or suspicions must be reported promptly to a MacG official at Control where it will be dealt with seriously.

ALCOHOL/DRUGS/SMOKING/VAPING

MacG supports responsible behaviour during the conduct of sporting activities, particularly when children and young people are involved. Consumption of alcohol, drugs, tobacco and vaping products are prohibited on the grounds during any association related events.

DOGS

MacG welcomes dogs to the grass areas only BUT not on the courts AND they must always remain on a leash and under control of the owner or guardian to ensure the safety of players and spectators. Failure to comply with this will result in the animal being removed from the grounds.

STAY CONNECTED

Stay connected with MacG through our social Channels (Facebook: and Instagram:)