BRACKENFELL ACTION SPORTS
ACTION NETBALL SUMMER LEAGUE 2026/27
LADIES, MIXED & MENS

ACTION SPORTS BRACKENFELL EST. 1988

NEW SEASON



SUMMER

2026/2027

INFORMATION

ACTION NETBALL BRACKENFELL

www.brackenfellarena.co.za



BRACKENFELL ACTION SPORTS: ACTION NETBALL SPRING LEAGUE 2026

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BRACKENFELL ACTION SPORTS: ACTION NETBALL SUMMER LEAGUE 2026/2027

The philosophy of ACTION NETBALL BRACKENFELL is to provide a healthy environment where you and your team of friends, family and work colleagues can play social sport and have fun together while enjoying the comforts of an indoor space and the benefits of professional management. **OUR BUSINESS IS YOUR FUN**

PLEASE READ THROUGH ALL THE BELOW INFO BEFORE YOU ENTER YOUR TEAM.

ESTIMATED DATES: (subject to change)

The SUMMER LEAGUE 2026/2027 will be a 15-week season starting 27 OCTOBER 2026 to SUNDAY 28 MARCH 2027. With a holiday break from 16 December 2026 to 12 January 2027.

DATES (2026)	ROUND
27 OCTOBER to 30 OCTOBER 2026	GRADING GAMES
03 NOVEMBER to 06 NOVEMBER 2026	WEEK 01
10 NOVEMBER to 13 NOVEMBER 2026	WEEK 02
17 NOVEMBER to 20 NOVEMBER 2026	WEEK 03
LEAGUE REGRADE	
24 NOVEMBER to 27 NOVEMBER 2026	WEEK 04
01 DECEMBER to 04 DECEMBER 2026	WEEK 05
08 DECEMBER to 11 DECEMBER 2026	WEEK 06
15 DECEMBER & 16 DECEMBER 2026	XMAS BASH
HOLIDAY BREAK	
12 JANUARY to 15 JANUARY 2027	WEEK 07
19 JANUARY to 22 JANUARY 2027	WEEK 08
26 JANUARY to 29 JANUARY 2027	WEEK 09
02 FEBRUARY to 05 FEBRUARY 2027	WEEK 10
09 FEBRUARY to 12 FEBRUARY 2027	WEEK 11
16 FEBRUARY to 19 FEBRUARY 2027	WEEK 12
23 FEBRUARY to 26 FEBRUARY 2027	WEEK 13
02 MARCH to 05 MARCH 2027	WEEK 14
09 MARCH to 12 MARCH 2027	WEEK 15
16 MARCH to 19 MARCH 2027	**PRELIMS**
23 MARCH to 26 MARCH 2027	**SEMI-FINALS**
SUNDAY 28 MARCH 2027	**GRAND FINALS**

Please note that teams who do not participate in the grading games run the risk of being placed into divisions where spaces are available, as accurate grading cannot



be done without these matches. We strongly encourage all teams to attend their grading fixtures.

Super Sunday Finals on 28 March 2027 is all about bringing our Action Netball family together. Instead of teams playing their finals on different evenings, every finalist gets the opportunity to compete on the same day, creating an exciting championship atmosphere where players, families, friends, and supporters can enjoy every final together.

ESTIMATED COSTS

COST PER MATCH	R560 (R80 per player)
Grading game	R560
Registration (to be paid by the 3th week of league games)	R560
15 League Games	R8 400
Pre-Lims, Semi-Finals and Finals (3 games)	R1 680
TOTAL COST:	**R11 200**

NO TEAM WILL BE ALLOWED TO PLAY ANY PRELIMS, SEMI-FINALS OR FINALS UNLESS PAYMENT OF ALL GAME FEES IS PAID.

TEAM CAPTAINS/ORGANIZERS

Team captains/organizers are responsible for the following administrative duties:

- Joining the WhatsApp broadcast channel for weekly fixtures: https://whatsapp.com/channel/0029Vb9gSrFATRSkyAPV9v17
- Ensuring all team payments are up to date and made on the evening of the game.
- No credit can be given, and teams/players need to pay upfront.
- Teams receive an extra log point if the team payments are paid in full on the evening of play.
- Confirming the fixtures weekly via WhatsApp by Monday afternoons. This is crucial.
- Ensuring all players adhere to the rules, particularly regarding the social and competitive split.
- Informing the Brackenfell Action Netball team by the Wednesdays prior to the following week's fixtures if the team cannot attend a scheduled game.
- Overseeing team and player conduct on the court, maintaining the spirit of the game.
- Handling all team communication with the Brackenfell Action Netball team.



- Adding a vice captain/organizer to the broadcast channel to receive fixtures and communicate on behalf of the team if the primary organizer is unavailable.
- **All team captains/organizers will need to be 18 years or older.**

DRESS CODE

- Please note that only shoes with non-marking soles are allowed; hiking boots are not permitted.
- Caps are not allowed while playing netball.
- You may wear a fitness watch or monitor, but it must be covered by a sweatband.
- Nails must be short. Players with longer nails must wear gloves or tape their nails, as determined by the on-court umpire.
- Teams are encouraged to bring their own bibs.
- Sport braces are allowed but no braces with metal reinforcements are allowed.

DAYS AND TIMES YOUR TEAM WILL PLAY

Games will be held on Tuesday, Wednesday, and Friday evenings, starting at 18:00, with the last games beginning at 22:05. The schedule for teams and games is typically divided as follows:

- Leagues 1 - 6: Tuesday evenings
- Leagues 6 - 11: Wednesday evenings
- Leagues 11 - 13: Friday evenings (depending on the JUNIOR leagues, Friday games will be played between 7:45 PM and 22:05 PM for most of the evenings)

This schedule may change based on the number of registrations within the league. Throughout the season, all teams will play 3 late games (starting at 10:05 PM) and 3 early games (starting at 6:00 PM). This does not include catch-up games, grading games, friendly games, preliminaries, semifinals, and finals.

SOCIAL AND COMPETITIVE SPLIT

Teams who do not adhere to the competitive and social rules will forfeit all their points for the game in question. When organizing a substitute player please make sure they qualify to play in your league.



Players **may not** play in more than one team within a specific league.

COMPETITIVE	SOCIAL	FUN
01 TO 05	06 TO 10	10 TO 14

- Leagues 01 to 05 are classified as competitive leagues.
- Leagues 06 to 10 are classified as social leagues.
- Leagues 10 to 14 are classified as fun leagues and cannot have more than 02 players from leagues 06 to 10 in the team.

Players from leagues 1 to 5 may not play in leagues 6 to 14.

If a player only plays in League 05 they are allowed to play in League 06 but not in any other leagues higher or lower than 05 & 06.

This is a guideline towards the social and competitive split and can be adapted depending on the number of teams in a specific season.

CANCELLATIONS/FORFEITS/NO SHOWS

Cancellations will NOT be accepted; this is to protect the integrity of the league and every team competing.

Once fixtures are published, any team unable to play their scheduled match will forfeit all league points for that game. Each team is allowed a maximum of two forfeits per season, no exceptions.

If a team cancels on the day of their match, they will be liable for the full court fee of R1120, which must be paid in full before the team is fixtured again.

As stated before, all teams will play 4 late games (22:05) and 3 early games (18:00) during the season. This does not include catch-up games, grading games, prelims, semis, or finals.

If your team needs to make a scheduling request for a certain week, it must be submitted by Wednesday **prior** to the fixtures going out.

If no request is made, you WILL play at the time you are scheduled, no changes will be made afterwards.



WHATSAPP BROADCASTS CHANNEL:

BRACKENFELL ACTION NETBALL WHATSAPP: 071 481 9911

To improve communication, all league updates will be sent via WhatsApp on our official LEAGUE CHANNEL.

All team organizers can join the chanel by following the link below:

https://whatsapp.com/channel/0029Vb9gSrFATRSkyAPV9v17

If you have an additional team organizer they are welcome to join the channel.

PLEASE MAKE SURE THE ACTION NETBALL WHATSAPP NUMBER IS SAVED AS A CONTACT ON YOUR PHONE TO RECEIVE THE OCCASIONAL BROADCAST MESSAGES.

Due to so many team organizers communicating via WhatsApp we sometimes have a delayed response time. For urgent matters you can contact the office directly on 021 981 6100.

FIXTURES

Due to large numbers of teams playing at BRACKENFELL ACTION NETBALL fixtures are going to be prepared via computer software and then manually shifted each week.

Please confirm your teams' fixture via WhatsApp (071 481 9911) by the Monday afternoons at 15H00.

Team organizers need to please confirm their games in the following format:

TEAM:
DATE:
TIME:

TEAMS WHO HAVE NOT CONFIRMED THEIR MATCH BY MONDAY AFTERNOON AT 15:00 WILL FORFEIT 2 LOG POINTS.

If your team needs players, the Arena can supply the names and telephone numbers of players that will be willing to assist your team for a match or even a season. If you're still unsuccessful your team will be liable for the full court fee of R1120.00 before the next fixtured game.



EACH TEAM ONLY HAS TWO FORFEITS PER SEASON, BEFORE THE TEAM IS DISQUALIFIED FROM THE LEAGUE, SO LET'S TRY TO UTILIZE SUBSTITUTES AND ENSURE ALL PLAYERS ARE ELIGIBLE BEFORE CANCELLING A MATCH AFTER THE FIXTURES HAVE BEEN SENT OUT.

If you cancel a fixture game the evening before or on the day of your fixture match, you are responsible for the FULL court fees of R1120.00.

If a team **receives** a forfeit during their last round of fixtures, the players can sign the card for qualifying purposes.

NO SHOWS WILL RESULT IN THE DEFAULTING TEAM BEING HELD LIABLE FOR THE **FULL COURT FEE OF R1120.00.**

WITHDRAWAL FROM THE LEAGUE:

Teams who wish to completely withdraw from the league can do so before the league regrade round.

TEAMS WHO WANT TO WITHDRAW FROM THE LEAGUE AFTER THE REGRADE WILL BE LIABLE FOR THE FULL LEAGUE PAYMENT.

TEAM CLASHES

Due to the large number of teams participating in the league teams can list a **maximum of two** teams that they share players with. The fixtures each week will try to accommodate these clashes as far as possible but cannot always be guaranteed. Make sure you have enough reserves and make sure you qualify your players by signing in the sign in cards before each game.

PLAYER QUALIFICATION

In order to qualify for all final rounds a player must have played **(and signed the card)** a minimum of 30% or more of the actual games played during the league period e.g. if your team has played 10 league games – 3 signatures will qualify.

BOTH TEAMS ARE ASKED TO SIGN THEIR REGISTRATION CARDS BEFORE THE START OF THE PLAYOFFS TO CHECK WHETHER ALL PLAYERS QUALIFY.

If players do not qualify, they **WILL NOT BE ELIGIBLE TO PLAY** finals and if a team is found playing an unqualified player without the prior consent of the opposition captain, they will forfeit their position in the finals.

During PRELIMS, SEMIES and FINALS if a team suspects any unqualified players, they need to bring this to the umpire's attention before or during the match. Once the match has taken place the result is final.

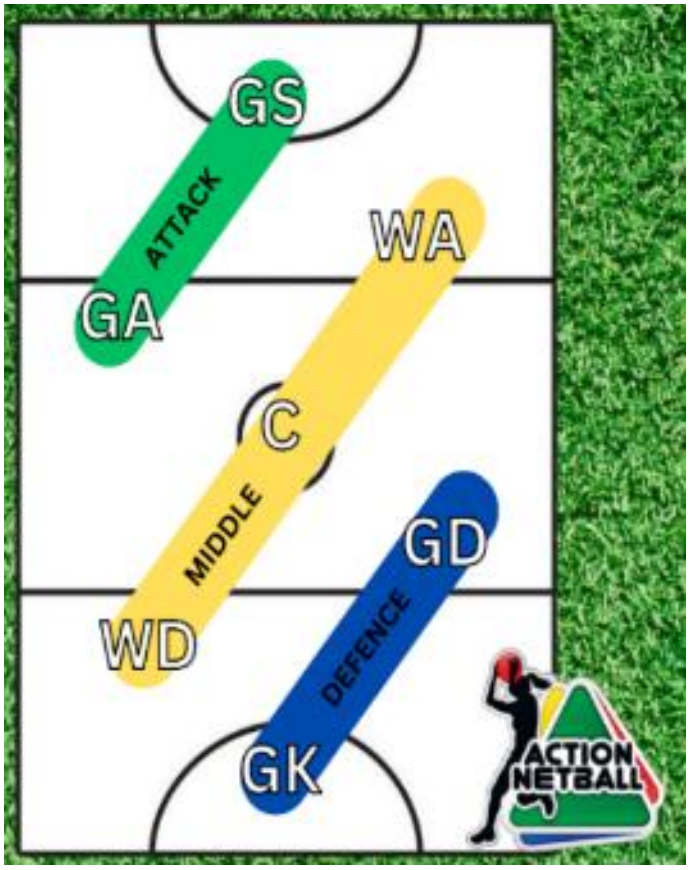
IF ANY FRAUD ON THE CARDS IS INDICATED, WE WILL FORFEIT ALL LEAGUE POINTS FOR THAT MATCH.

MIXED TEAMS

How to use the male players in a mixed game:

- Mixed teams are allowed a minimum of two men and a maximum of three men
- The positions are divided into thirds: ATTACK, MIDDLE and DEFENSE
- Only one male player is allowed per positional third.
- You can use any positions; you are just not allowed to have more than one male per positional third.

ATTACK THIRD	GA, GS
MIDDLE THIRD	WA, C, WD
DEFENSE THIRD	GD, GK





SPAWTZ WEBSITE:

Please note that the fixtures are adapted on a weekly basis. Therefore, the SPAWTZ website and ACTION SPORTS APP will only be accurate for the next week, and only once the fixtures have been sent out.

Team captains need to make sure they sign the manual score card at the end of the match and confirm that the scores are correct.

Scores will be manually checked and adapted on Thursday's and sign in points will be allocated to teams who have seven or more signatures on their team sheets.

ACTION SPORTS APP:

We are looking forward to more exciting possibilities that the app will bring in the future.

EQUIPMENT

Balls – the arena will supply the match balls.
Gloves - clean cotton cloves for players with long nails.
Bibs - will be placed on the court and swoped for clean sets at the halfway point of the evening. All arena bibs need to remain on court.

BEFORE EACH GAME

- Register your team's arrival by getting your team to sign your team card at the kiosk. This should be done at least 10 minutes prior to your playing time.
- Check the Game Board (TV) next to the kiosk as to which court your team will be playing on.
- It is the captain's responsibility to collect your players' fees and make your full team fee payment of R560.00 per game at the kiosk prior to your game starting time.
- Please give yourself ample time before the game for team payments.
- The kiosk will then hand you a payment token which must be handed to the Umpires before the game may start.
- Teams awaiting a sponsor's payment will be refunded any money paid when we receive the payment.
- ALWAYS keep a copy of your receipts. This is to avoid any confusion should there be a query regarding payment.
- **Teams need to supply their own practice balls for warm-ups.**
- Once again it is the captain's/coach's responsibility to ensure that all fees are paid and written on the duty report before they leave the arena at night.



POINTS SYSTEM

Points are allocated as follows:

- 10 points for paying registration fee of R560.00 per team on or before the 3rd round of league games.
- 0.5 point per 5 goals scored.
- 4 points for a win
- 2 points for a draw
- 2 points for all team members signing the registration card correctly.
  (If at any time management discover any teams forging player's signatures on registration cards all team names will be immediately disqualified for that game. These points will be loaded the next Thursday after your match)
- +07 if the opposition forfeits a game *(within the team friendly rules, explained below).*
- 0 points if your team forfeits a game.
- -2 points if a team does not confirm their fixture by the Mondays at 16:00.

"FRIENDLY" LEAGUE MATCHES

If your opponent's cannot honor their fixture for the week, the arena can organize opponents for your team. When you have a "friendly" fixture with a team outside of your current league the following rule will come into play:

If your team wins or loses with more than a 6-goal margin your team will receive full log points (11 points) for that match. If the score is within the 6-goal margin the game will count as a league match.

All "friendly" games are still full fletched games and therefore all teams still need to pay the R560 per team for these matches.

UMPIRES:

Umpires should show respect for the players, coaches, spectators, and the game itself.

The umpires need to adhere to a strict UMPIRES CODE OF CONDUCT at our Arena.

According to the official Action Netball Rule Book, **a match is only required to have a minimum of one appointed umpire**. While having two umpires is ideal, it is **not a requirement** under the official rules.

Our goal is always to allocate **two umpires** to every game whenever possible, as we believe this provides the best experience for players.



However, due to umpire availability, scheduling, and the fact that we are continuously training new officials, there will be occasions where only one umpire is available for a match.

We appreciate your understanding and patience as we continue to grow and develop our umpire team. Please be assured that we will always do our best to provide two umpires whenever staffing allows.

THE UMPIRE'S DECISION ON THE COURT IS FINAL.

No player, coach or spectator is allowed to chirp, abuse, or harass an umpire at Brackenfell Action Sports. Players found guilty of this will be banned from play for a minimum of two weeks depending on the infringement.

We strive to give our umpires the best training and together with the teams we are always looking at bettering the level of the game. As a netball community we encourage positive feedback and constructive criticism. If you as a team or player at any stage, feel that the umpire was not on standard you are welcome to request an umpire feedback form the next day via WhatsApp. A link will be sent to the team captain. The team's name and times will be removed but this feedback will be sent to the umpires.

If you're interested in becoming an umpire at BRACKENFELL ACTION SPORTS please send us a WhatsApp 071 481 9911.

Let's work together and not against the umpires.

POPIA CONSENT

As part of the team entry process for the new season at Brackenfell Action Netball, please note that your contact details (name and cellphone number) may be shared **only with other registered team organisers/captains**, should they need to get in touch with you regarding fixtures, rescheduling, or league-related communication.

By submitting your team entry, you acknowledge and consent to this limited sharing of your contact details in line with the POPIA Act. Your information will not be shared for marketing purposes or with any third parties outside of Brackenfell Action Netball.



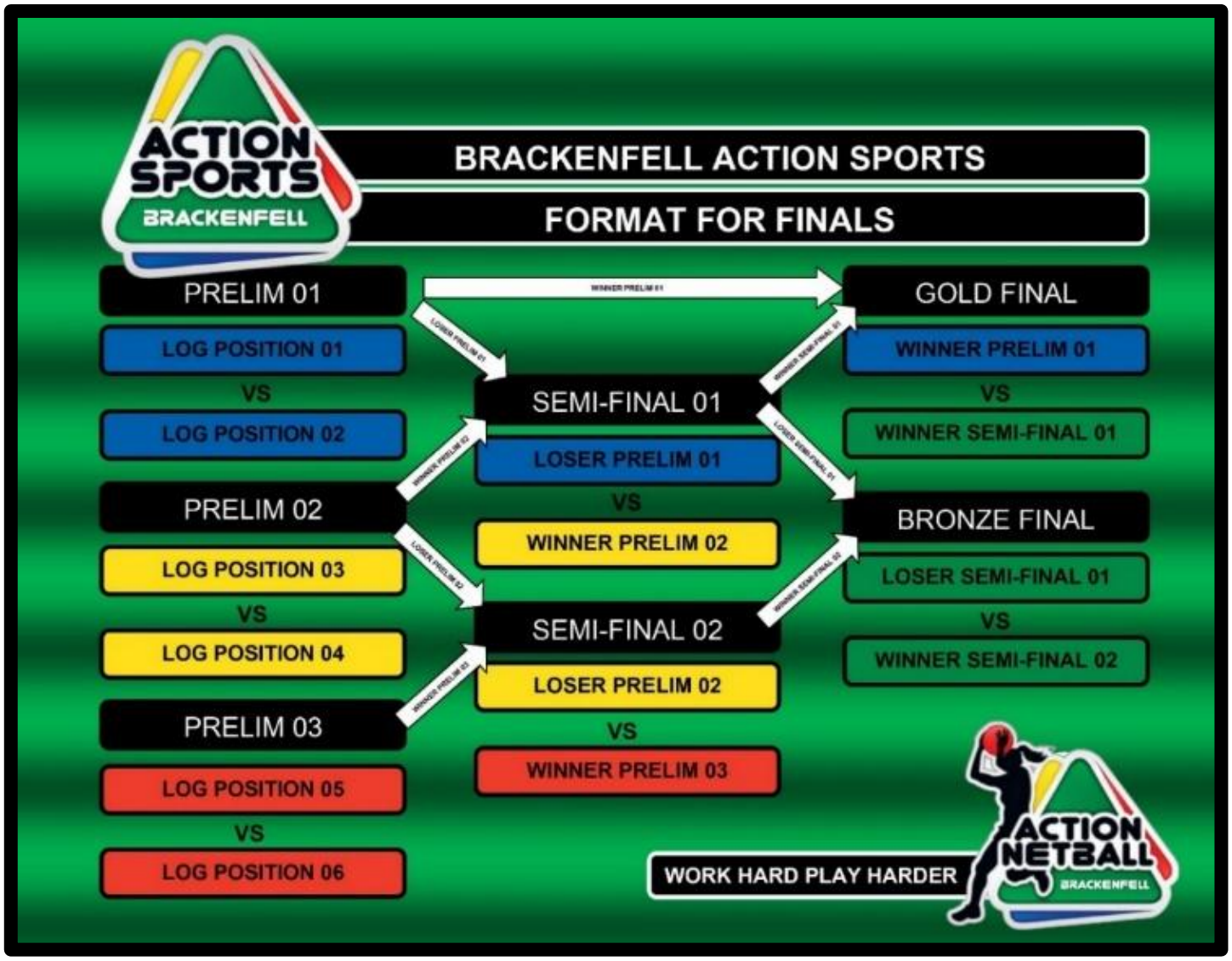
BANKING DETAILS:





FORMAT FOR FINALS

IF A TEAM CANNOT PLAY ANY OF THE PRELIM, SEMI-FINAL, OR FINAL GAMES THEY WILL FORFEIT THE CHANGE OF A MEDAL.





VISIT OUR WEBSITE TO ENTER YOUR TEAM:

www.brackenfellarena.co.za

ACTION SPORT IS A FAST AND EXCITING GAME IN WHICH A PERSON CAN SUSTAIN AN INJURY. ACTION SPORTS CANNOT BE HELD RESPONSIBLE FOR ANY INJURY SUSTAINED IN AND ABOUT THE PREMISES AND ALL PLAYERS ACCEPT RESPONSIBILITY FOR THEMSELVES AND/OR THEIR CHILDREN IN PARTICIPATING IN THIS GAME.

If you have any questions or queries, please don't hesitate to contact us:

EMAIL: netball@brackenfellarena.co.za
WHATSAPP: 071 481 9911
ADMINISTRATIVE WHATSAPP: 076 060 6625

YOURS IN SPORT
Krynuaw Pieter

