



Twilight Games 2026 Supplementary Regulations

Important Note: Games will be played in accordance with the MDNA Twilight Game Rules.

Registration fee: MDNA have set a \$0 fee for 2026. Register via PlayHQ.

Format: All games will consist of 4 x 12 minute quarters, with a 1 minute quarter time break and a 2 minute half time break.

Dates: 9th February – 30th March

Monday Game Time	Divisions
6.30pm	U11, U13, U15, U11-U13 Mixed
7.30pm	U17, Open Ladies, U15-U17 Mixed, Open Mixed

Divisions

- The number of divisions will be based on number of entries received.

Mixed Rules

- A maximum of 1 male player in each third (1: GA/GS; 1: WA/C/WD; 1: GD/GK), minimum of 1 and maximum of 3 male players on court at any one time.

Forfeits

- Any team forfeiting must notify the MDNA a minimum of 1 hour prior to the scheduled game time.

Fill-Ins

- Teams may have up to 2 fill-in players. These must be registered at the office prior to the game commencement.

2 Point Super Shot Rule

- The "super shot" will come into play in the last 4 minutes of each quarter. Super shot time will be indicated by when music is played over the intercom.
- Goals scored by the GA or GS in the designated zone inside the shooting circle during the super shot time will be worth 2 points.
- In taking a super shot the player:
 - Must have made full contact with the ground within the super shot scoring zone.
 - If the GA or GS make contact with the ground outside the super shot scoring zone, either while catching or holding the ball, a goal will score only 1 point.
- The umpire will indicate a 2 point goal by raising both their arms after a 2 point goal is scored.
- The official scorer will mark off two goals on the scoresheet when indicated by the umpire.

Rolling Substitutions

- Teams will be allowed to make rolling substitutions during play.
- There is no limit to the number of substitutions that can be made.

- More than one substitution may be made at any time, provided five players always remain on the court.
- Time will not be held for rolling substitutions.
- Substitutions must be made in line with the centre circle.
- The substitute entering the court cannot leave the substitution zone (in line with centre circle) until the player leaving the court has tagged them on.
- Players must observe the offside rules as they enter/leave the court and must not interfere with the umpire's movement during the substitution.

Disputes/Complaints

- Disputes will not be entered.
- Complaints will be managed in accordance with the relevant NSW policy.