



HEXBALL SA

SEASONAL MANUAL

2026/27

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A. FEE STRUCTURE 2026/27

- a. There is a single annual registration fee of R50 per player, regardless of age, gender or ethnicity.
- b. The annual club registration fee is R300.
- c. Early bird offer:
 - i. CLUBS: Register your club with up to 6 players free of charge before 31 May 2026.
 - ii. PLAYERS: Register free of charge until 30 April 2026.
- d. New club/venue offer:
 - i. All players signing up in the first month from the date of the new club/venue's first event register free of charge.

B. ENTRY FEES

- a. An entry fee is charged for all events at all tiers, to:
 - i. Finance the Prize Fund for the event 40%
 - ii. Finance the Event Manager 30%
 - iii. Finance the National Prize Fund 20%
 - iv. Finance the National Administration of Hexball 10%
- b. In essence, 90% of all entry fees go back to players and local administrators involved with growing the sport at grassroots level.
- c. The entry fee per player for different tier events:
 - i. Tier 1 - LOCAL R60
 - ii. Tier 2 - LOCAL LEGENDS R200
 - iii. Tier 3 - OPENS R500
 - iv. Tier 4 - INVITATIONALS R1,000
 - v. Tier 5 - NATIONAL CHAMPIONSHIPS R2,000
- d. In the spirit of development, junior players may:
 - i. play their first 6 events free of charge, with the condition that these fees are recovered from their prize fund, if any, and
 - ii. use their prize fund for entry into tier 1 events as well
- e. Except in the case of dedicated junior events, the maximum number of free junior entries per event is two - except in a new club/venue's first 6 weeks of existence. If there are more than two juniors seeking free entry it is up to the Local Manager to decide who gets them and manage rotation and fair opportunities.

C. FORMAT

- a. At tiers 1 to 4, the preferred format for tournaments is group stages followed by knockouts (World Cup format).
- b. Wherever possible, positional playoffs should be played to grant eliminated teams more playing time and value for money.



- c. For larger events, if World Cup format is not viable, the format may be changed to double elimination.
- d. Single elimination format should be avoided at all costs.
- e. At tier 5, the preferred format will be full round robin with shorter matches, followed by knockouts for the top ranked teams.

D. EVENT ELIGIBILITY FOR PLAYERS

- a. The eligibility criteria for PLAYERS for different tier events are:
 - i. Tier 1 LOCAL - only HSA registration
 - ii. Tier 2 LOCAL LEGENDS - 6 LOCAL events in the preceding 6 months
 - iii. Tier 3 OPENS - 3 LOCAL LEGENDS events in the preceding 9 months
 - iv. Tier 4 INVITATIONAL - 1 OPEN in the preceding 12 months
 - v. Tier 5 NATIONAL CHAMPIONSHIPS - top ranked players only
- b. Once a player has achieved a higher tier, it is no longer necessary for that player to participate in lower tier events unless their eligibility window has lapsed.

E. PRIZE FUND ELIGIBILITY

- a. Once a player has achieved tier 3 eligibility or higher, they are discouraged from participating two tiers lower by removing their eligibility for prize fund in these lower tier events. In such a case, the prize fund is awarded to the next player(s) in line.
- b. For example, once a player has played in an OPEN, they can still participate in LOCAL events (2 tiers lower) but not win any prize fund.
- c. If a player has more than R600 in their prize fund (enough for 3 x tier 2 entries), they are not eligible for prize fund at tier 1 events.
- d. If a player has more than R1,500 in their prize fund (enough for 3 x tier 3 entries), they are not eligible for prize fund at tier 2 events.
- e. Once their prize fund drops below the threshold again when they have used some of their prize fund for entry fees, they can again become eligible for prize fund at the lower tier.

F. LOCAL MANAGERS

- a. A Local Manager is someone who takes the initiative to run LOCAL events at club level.
- b. Local Managers are entitled to 30% of all entry fees of events they host.
- c. Local Managers must be registered with HSA and sign a code of conduct.
- d. Local Managers are required to use the prescribed software for event administration.
- e. Local Managers should comply with Annexure A Local Managers Responsibilities.



G. LOCAL MANAGER, CLUB & PROVINCE ELIGIBILITY

- a. *TIER 2 LOCAL LEGENDS*
Once a **Local Manager** has hosted 12 tier 1 LOCAL events in a twelve-month period, they qualify to host a tier 2 LOCAL LEGENDS event, with better incentives.
- b. *TIER 3 OPENS*
Once a **club/venue** has hosted four tier 2 LOCAL LEGENDS events, they qualify to host a tier 3 OPEN event.
- c. *TIER 4 INVITATIONALS*
Once a **province** has hosted two tier 3 OPEN events, they qualify to host a tier 4 INVITATIONAL event.
- d. *TIER 5 NATIONALS CHAMPIONSHIPS*
Once **HSA** has hosted two tier 4 INVITATIONAL events, they may host the tier 5 NATIONAL CHAMPIONSHIPS

H. HOSTING RIGHTS

- a. The most active Local Manager in a club based on LOCAL events has the first option to host a LOCAL LEGENDS event, should a **club** collectively reach eligibility for tier 2 events.
- b. The most active Local Manager in a **province** based on 1) LOCAL LEGENDS and 2) LOCAL events has the first option to host an OPEN once the province qualifies for the third tier of events.
- c. The most active Local Manager in a **province** based on 1) OPENS, 2) LOCAL LEGENDS and 3) LOCAL events has the first option to host an INVITATIONAL once the province qualifies for the fourth tier of events.
- d. The most active **province** on 1) INVITATIONALS, 2) OPENS, 3) LOCAL LEGENDS and 4) LOCAL events wins hosting rights for the NATIONAL CHAMPIONSHIPS. All the province's Local Managers must be involved with the running of the NC and compensated proportionately with their activity during the season. The most active Local Manager heads the hosting committee.



I. PRIZE FUNDS

a. EVENT PRIZE FUND

- i. The event prize fund is always 40% of the entry fees.
- ii. The prize fund is split between the top finishing positions. For the smallest events only the winners get awarded prize fund, but for large events the prize fund could even split over the top 12 places.
- iii. This prize fund goes into the winning players' accounts. Nothing is paid out on the day. These accounts may be used to fund entry fees into higher tier events.
- iv. After the National Championships at the end of the season, a player's accumulated prize fund not used for entries into higher tier events is paid out into the player's bank account.
- v. The prize fund for Tier 1 to 4 events are split along these percentages:

Players	5+	10+	15+	20+	25+	30+	35+	40+	45+	50+	55+	60+
1st	100	60	50	40	35	33	30	28	26	22	20	18
2nd		40	30	30	25	23	22	19	18	17	16	15
3rd			20	20	19	18	17	16	15	15	12	13
4th				10	13	13	12	13	12	12	10	10
5th					8	8	9	10	10	9	9	9
6th						5	6	6	7	7	8	8
7th							4	5	5	6	7	7
8th								3	4	5	6	6
9th									3	4	5	5
10th										3	4	4
11th											3	3
12th												2

b. NATIONAL PRIZE FUND

- i. 20% of all entry fees from tier 1 to 4 carry over into a national prize fund.
- ii. This national prize fund is used for:
 1. Hosting a national championships,
 2. Prize money (not fund) at national championships, and
 3. Funding the national team for possible international participation.



J. FUNDING YOUR OWN WAY

- a. Deserving players can fund their participation in higher tier events with good performances in lower tier events.
- b. For example, a Tier 1 event with 6 teams:
 - i. Will collect R720 in entry fees (@ R60 per player).
 - ii. Will offer R288 in prize fund (40%).
 - iii. For 12 players, the prize is split 60/40% between the winners and runners-up, meaning R86.40 each for the two winners, and R57.60 each for the runners-up.
 - iv. A player only needs to finish in the top two positions in four events to have enough to fund their entry into a tier 2 event.
- c. Similarly, a Tier 2 event with 12 teams:
 - i. Will collect R4,800 in entry fees (@R200 per player).
 - ii. Will offer R1,920 in prize fund (40%).
 - iii. For 24 players, the prize is split 40/30/20/10% between the top four teams, meaning R384 each for the two winners, and R96 each for the 4th-placed team.
 - iv. A player only needs to finish in the top two positions twice to have enough for an entry into a tier 3 event.
- d. Theoretically it is possible for a single player to make it all the way to tier 5 with an original investment of only R360, which is the 6 entries required for a player to be eligible for the next tier. From these 6 events he could win enough to fund all future entries. The best form of self-sponsorship available.

K. RANKING SYSTEM

- a. For all events at all tiers, national ranking points are awarded.
- b. The number of points available depends on the tier and number of participants.
- c. The ranking window always includes a maximum of twelve months, or up to and including the last tier 5 event. Once a tier 5 event is held, the ranking window resets to 12 months. For instance:
 - i. If the last tier 5 event was held 15 months ago, the ranking window will extend backwards to include it and every event since then.
 - ii. Once a new tier 5 event is held, the ranking window resets to 12 months, dropping the previous tier 5 event.
 - iii. If more than one tier 5 events are held in the same 12-month period, both are included in the rankings until the oldest drops outside of the 12-month window.
- d. Number of points per player:
 - i. Tier 1 - LOCAL 10 points
 - ii. Tier 2 - LOCAL LEGENDS 20 points
 - iii. Tier 3 - OPENS 30 points
 - iv. Tier 4 - INVITATIONALS 40 points
 - v. Tier 5 - NATIONAL CHAMPIONSHIPS 50 points



- e. Additionally, there is a minimum and maximum points per tier:
 - i. Tier 1 - LOCAL 100 / 300
 - ii. Tier 2 - LOCAL LEGENDS 300 / 500
 - iii. Tier 3 - OPENS 500 / 800
 - iv. Tier 4 - INVITATIONALS 800 / 1,200
 - v. Tier 5 - NATIONAL CHAMPIONSHIPS 1,200 / unlimited
- f. For example:
 - i. A tier 1 event with 16 players will have a rating of 160 points.
 - ii. A tier 1 event with 8 players / 80 points will be upgraded to 100.
 - iii. A tier 3 event with 24 players will have a rating of 720 points.
 - iv. A tier 3 event with 40 players will be limited to 800 points.
- g. The national and provincial rankings will always use a player's best 5 scores since the previous National Championships (including).
- h. Rankings are updated after each sanctioned event, regardless of the tier.
- i. The winning team gets the full rating points of the event, and each position lower gets 10% less than the higher position. For example, if a tournament has a rating of 200 points:
 - i. Winners 200 points each
 - ii. Runners-up 180 points each
 - iii. 3rd place 162 points each
 - iv. 4th place 146 points each
 - v. 5th place 131 points each
- j. Points are awarded all the way down to the last position. Nobody leaves with nothing to show for it.

L. NATIONAL CHAMPIONSHIPS

- a. The Hexball National Championships will be held at a date and place decided by the HSA NEC and approved by Council, once:
 - i. At least two Tier 4 - INVITATIONAL events have been held countrywide in the preceding 12-month period, and
 - ii. There are a reasonable number of eligible players with enough prize fund to afford the bulk of the entry fee.
- b. The NEC may decide to award wildcards to ineligible players, based on their participation during the season.
- c. The HNC will be played in up to nine different divisions, unlike other tier events which combine all ages and genders into one draw:
 - i. Boys Under 19
 - ii. Girls Under 19
 - iii. Mixed Juniors
 - iv. Mens Open
 - v. Womens Open
 - vi. Mixed Open
 - vii. Mens Veterans 40+
 - viii. Womens Veterans 35+
 - ix. Mixed Veterans (40/35+)



- d. The “Open” divisions above simply means that a Junior or Veteran may also enter if they are qualified and eligible.
- e. At the HNC, players represent their provinces and should play in provincial colours.
- f. Trophies and medals are awarded in all divisions.
- g. Prize money from the National Prize Fund is awarded, with more emphasis on the Open divisions.

M. NATIONAL CLUB CHAMPIONSHIPS

- a. The Hexball National Club Championships will be hosted by the highest-ranked club as at one month before the date for the NCC is decided.
- b. The Local Manager gets first option to run the event, but can not also play in the event. If they have to step aside, the most active / experienced Local Manager in the province is called in.
- c. The top 8 clubs as per the club rankings one month before the NCC are invited.
- d. Each club sends only one team with a reserve that also functions as team Manager.
- e. Entry fee for the HNCC is R1,000 per team.
- f. Prize money, trophies and medals are awarded.
- g. Teams are selected based on the players’ national rankings. A club may not overlook a higher-ranked player for another, except in case of injury or other valid unavailability reason.
- h. Players must be at least tier 3 qualified to be considered for the HNCC.
- i. At the HNCC, players represent their clubs and should play in club colours.
- j. Format for the HNCC is full round robin, best of 3 sets to 11 points. The top 4 teams will qualify for knockouts, which is played best of 5 sets to 11 points.

N. SOFTWARE & ADMINISTRATION

- a. To assist with administration and to advance its goals of transparency, HSA employs the use of sports management software.
- b. This software is integrated with the HSA website, where it provides:
 - i. Interactive calendar of all tiers of upcoming events
 - ii. History and interactive reports of completed events
 - iii. Interactive national and provincial ranking sets
 - iv. Live scoring where available
- c. The administration end gives Local Managers the following functions:
 - i. Scheduling
 - ii. Tournament admin
 - iii. Communication
- d. The software is funded with the 10% portion of entry fees allotted for national administration.





ANNEXURE A - LOCAL MANAGERS RESPONSIBILITIES

Local Managers are responsible for:

1. Setting the regular schedule for LOCAL events for their venue on the prescribed software at least 3 business days in advance.
2. Setting up LOCAL LEGENDS events on the prescribed software platform at least 3 business days in advance.
3. Liaising and cooperating with fellow LMs in their district and province to prevent any schedule clashes for their events:
 - a. No LOCAL event should be scheduled in the same DISTRICT on the date of a LOCAL LEGENDS event,
 - b. No LOCAL or LOCAL LEGENDS event should be scheduled in the same PROVINCE on the date of an OPEN.
4. Collecting HSA annual registration fees (R60) and depositing into the assigned bank account
5. Running proper communication channels such as Whatsapp groups for their players
6. Before events:
 - a. Marketing the scheduled events on social media and on the HSA National Ranking Events Facebook Group.
 - b. Allowing entries for LOCAL events up to 5 minutes before starting time
7. Starting events:
 - a. Showing up at least 30 minutes early
 - b. Ensuring that all players are eligible:
 - i. For LOCAL events, an annual R60 registration fee and completed registration form
 - ii. For LOCAL LEGENDS and above, that they meet the minimum requirement of lower-tier events in the preceding 6 months, or finished within the top 10% of a same-tier event in the preceding 6 months.
 - c. Collecting event entry fees
 - d. Selecting the tournament format prescribed by the software
 - e. Determining the draw using the prescribed software's default seeding system based on player levels. Established players can only be swapped on the initial draw if they are the same level. For new players with a history in similar sports, a Local Manager may use their discretion.
 - f. Holding a player's meeting explaining:
 - i. Seeding of teams
 - ii. Format (two teams from each group qualifying for knockouts, etc)
 - iii. Length of matches in group stages / knockouts
 - iv. How many teams qualify for prize fund
 - v. How prize fund is split
8. During events:
 - a. Running events and recording results on the prescribed software platform



- b. Their own electronic devices and data if the venue does not supply
 - c. Ensuring that the matches run smoothly and the tournament does not exceed 4 hours from start to finish for LOCAL events
 - d. Live streaming at least the final from the Facebook Group (semi-finals from Local Legends level)
9. After events:
 - a. Depositing 80% into the HSA assigned bank account as a sanction fee for the event within 3 business days
 - b. Sending proof of all payments to the National Coordinator
 - c. Ensuring members complete the membership form
 - d. Writing and posting a post mortem with highlights from the event
 - e. Liaising with the National Coordinator regarding results, sanction fee and inclusion into the national rankings
10. Local Managers will be required to enter into a contractual agreement with SAHPA with respect to the above mentioned duties
11. Local Managers must operate within the framework of the Local Managers Handbook
12. Local Managers are subject to the same eligibility criteria as venues, ie. 16 local events before graduating to Local Legends events, 4 Local Legends events before graduating to Provincial Opens, etc.
13. Suitability for hosting events at any level is at the discretion of the National Coordinator, taking into account a candidate's experience as well as the number of entries in the candidate's events over the preceding period.
14. Local Managers will be summarily suspended as players once they fall into arrears with player registration and NRS sanction fees.



ANNEXURE B - PREFERRED TOURNAMENT FORMATS

1. For 1 team, no tournament is possible
2. 2 teams: King-Of-The-Court (KOTC) as players, not teams
3. 3 teams: Full Round Robin (FRR), no playoffs
4. 4 teams:
 - a. FRR, no playoffs
 - b. KOTC, top 2 from each group qualify for final
5. 5 teams: FRR, then final only
6. 6 teams:
 - a. World Cup (WC) 2 groups of 3, then semifinals (SF)
 - b. FRR, then final only
7. 7 teams: WC group of 3 and group of 4, then SF
8. 8 teams:
 - a. WC 2 groups of 4, then SF
 - b. KOTC, double elimination
 - c. **TIER 1 LOCAL EVENTS MAY ONLY GO UP TO 8 TEAMS FOR SCHEDULING PURPOSES. ANYTHING MORE THAN 8 TEAMS MUST BE SPLIT INTO A PREMIER AND SOCIAL DIVISION, WITH NO MORE THAN HALF THE TEAMS PLAYING IN THE PREMIER DIVISION. FOR DEVELOPMENT PURPOSES PRIZE FUNDS ARE COMBINED AND SPLIT 70/30% BETWEEN PREMIER AND SOCIAL DIVISIONS. SEE BELOW SECTION ON SPLITTING EVENTS.**
9. 9 teams:
 - a. WC group of 4 and group of 5, then SF
 - b. WC 3 groups of 3, then QF
10. 10 teams:
 - a. WC 2 groups of 5, then SF
 - b. WC 2 groups of 3, one group of 4, then QF
11. 11 teams:
 - a. WC 2 groups of 4, 1 group of 3, then QF
 - b. Double elimination
12. 12 teams:
 - a. WC 4 groups of 3, then QF
 - b. Double elimination
 - c. KOTC, double elimination
 - d. **TIER 2 LOCAL LEGENDS EVENTS MAY ONLY GO UP TO 12 TEAMS FOR SCHEDULING PURPOSES. ANYTHING MORE THAN 12 TEAMS MUST BE SPLIT INTO A PREMIER AND SOCIAL DIVISION, WITH NO MORE THAN HALF THE TEAMS PLAYING IN THE PREMIER DIVISION. FOR DEVELOPMENT PURPOSES PRIZE FUNDS ARE COMBINED AND SPLIT 70/30% BETWEEN PREMIER AND SOCIAL DIVISIONS. SEE BELOW SECTION ON SPLITTING EVENTS.**
13. 13 teams:
 - a. WC 3 groups of 3, 1 group of 4, then QF
 - b. Double elimination
14. 14 teams:



- a. WC 2 groups of 3, 2 groups of 4, then QF
 - b. Double elimination
15. 15 teams:
- a. WC 3 groups of 5, then QF
 - b. WC 5 groups of 3, then Round of 16 (R16)
 - c. Double elimination
16. 16 teams:
- a. WC 4 groups of 4, then QF
 - b. Double elimination
 - c. KOTC, double elimination
 - d. **TIER 3 OPEN EVENTS MAY ONLY GO UP TO 16 TEAMS FOR SCHEDULING PURPOSES. ANYTHING MORE THAN 16 TEAMS MUST BE SPLIT INTO A PREMIER AND SOCIAL DIVISION, WITH NO MORE THAN HALF THE TEAMS PLAYING IN THE PREMIER DIVISION. FOR DEVELOPMENT PURPOSES PRIZE FUNDS ARE COMBINED AND SPLIT 70/30% BETWEEN PREMIER AND SOCIAL DIVISIONS. SEE BELOW SECTION ON SPLITTING EVENTS.**
17. 17 teams:
- a. Double elimination
18. 18 teams:
- a. Double elimination
 - b. WC 6 groups of 3, then R16
19. 19 teams:
- a. Double elimination
20. 20 teams:
- a. Double elimination
 - b. WC 4 groups of 5, then QF (many matches, single set matches recommended)
21. 21 teams:
- a. Double elimination
 - b. WC 7 groups of 3, then R16
22. 22 teams:
- a. Double elimination
23. 23 teams:
- a. Double elimination
24. 24 teams:
- a. Double elimination
 - b. WC 8 groups of 3, then R16
25. 25 teams **and more:**
- a. Double elimination



SPLITTING EVENTS

1. TIER 1 LOCAL EVENTS MAY ONLY GO UP TO 8 TEAMS FOR SCHEDULING PURPOSES. ANYTHING MORE THAN 8 TEAMS MUST BE SPLIT INTO A PREMIER AND SOCIAL DIVISION, WITH NO MORE THAN HALF THE TEAMS PLAYING IN THE PREMIER DIVISION. FOR DEVELOPMENT PURPOSES, PRIZE FUNDS ARE COMBINED AND THEN SPLIT 70/30% BETWEEN PREMIER AND SOCIAL DIVISIONS.

TIER 1 LOCAL EVENTS

TEAMS	Prize Fund	PREMIER		INTERMEDIATE		SOCIAL	
		Teams	Prize	Teams	Prize	Teams	Prize
			70%				30%
9	R540	4	R378			5	R162
10	R600	5	R420			5	R180
11	R660	5	R462			6	R198
12	R720	6	R504			6	R216
13	R780	6	R546			7	R234
14	R840	7	R588			7	R252
15	R900	7	R630			8	R270
16	R960	8	R672			8	R288
			60%		30%		10%
17	R1020	5	R612	6	R306	6	R102
18	R1080	6	R648	6	R324	6	R108
19	R1140	6	R684	6	R342	7	R114
20	R1200	6	R720	7	R360	7	R120
21	R1260	7	R756	7	R378	7	R126
22	R1320	7	R792	7	R396	8	R132
23	R1380	7	R828	8	R414	8	R138
24	R1440	8	R864	8	R432	8	R144



2. TIER 2 LOCAL LEGENDS EVENTS MAY ONLY GO UP TO 12 TEAMS FOR SCHEDULING PURPOSES. ANYTHING MORE THAN 12 TEAMS MUST BE SPLIT INTO A PREMIER AND SOCIAL DIVISION, WITH NO MORE THAN HALF THE TEAMS PLAYING IN THE PREMIER DIVISION. FOR DEVELOPMENT PURPOSES, PRIZE FUNDS ARE COMBINED AND THEN SPLIT 70/30% BETWEEN PREMIER AND SOCIAL DIVISIONS.

TIER 2 LOCAL LEGENDS EVENTS

TEAMS	Prize Fund	PREMIER		INTERMEDIATE		SOCIAL	
		Teams	Prize	Teams	Prize	Teams	Prize
			70%				30%
13	R2,600	6	R1,820			7	R780
14	R2,800	7	R1,960			7	R840
15	R3,000	7	R2,100			8	R900
16	R3,200	8	R2,240			8	R960
			60%		30%		10%
17	R3,400	5	R2,040	6	R306	6	R102
18	R3,600	6	R2,160	6	R1,080	6	R360
19	R3,800	6	R2,280	6	R1,140	7	R380
20	R4,000	6	R2,400	7	R1,200	7	R400
21	R4,200	7	R2,520	7	R1,260	7	R420
22	R4,400	7	R2,640	7	R1,320	8	R440
23	R4,600	7	R2,760	8	R1,380	8	R460
24	R4,800	8	R2,880	8	R1,440	8	R480



3. TIER 3 OPEN EVENTS MAY ONLY GO UP TO 16 TEAMS FOR SCHEDULING PURPOSES. ANYTHING MORE THAN 16 TEAMS MUST BE SPLIT INTO A PREMIER AND SOCIAL DIVISION, WITH NO MORE THAN HALF THE TEAMS PLAYING IN THE PREMIER DIVISION. FOR DEVELOPMENT PURPOSES, PRIZE FUNDS ARE COMBINED AND THEN SPLIT 70/30% BETWEEN PREMIER AND SOCIAL DIVISIONS.

TIER 3 OPEN EVENTS

TEAMS	Prize Fund	PREMIER		SOCIAL	
		Teams	Prize	Teams	Prize
17	R8,500	8	R5,950	9	R2,550
18	R9,000	9	R6,300	9	R2,700
19	R9,500	9	R6,650	10	R2,850
20	R10,000	10	R7,000	10	R3,000
21	R10,500	10	R7,350	11	R3,150
22	R11,000	11	R7,700	11	R3,300
23	R11,500	11	R8,050	12	R3,450
24	R12,000	12	R8,400	12	R3,600