



2025 SEASON GROUND RULES – JUNIORS

GROUND RULES- JUNIORS & SUB-JUNIORS

AGES

Junior Grade (U/16s)

The Junior Grade shall consist of players who have not reached the age of sixteen years before the 31st December of that playing season.

Sub-Junior Grade (U/13s)

The Sub-Junior shall consist of players who have not reached the age of thirteen years before 31st December of that playing season, and shall, unless otherwise approved by the Junior Council, have reached the age of eight years before the commencement of the playing season. In 13's & 16's dispensation will only be granted on medical conditions and medical certificate.

SUB- JUNIOR GRADE

- No player shall pitch more than three innings in any game,
- The 11-inch circumference softball will be used in all Sub-Junior games.

PLAYER MOVEMENT

For clubs having more than one team in the same competition, it is permissible for a player to move between these teams. However, once that player has played four games for the one team, that player will be locked into that team.

No player may play in two Junior or Sub-Junior fixtured games on the one playing date (except in the case of a fixtured double header or a protest replay game) or one Junior or Sub-Junior fixture game.

It is permissible for a club that fields both U13 & U16 teams, to allow an U13 player to fill in for the U16 team. However, that player cannot return to the U13 team until the next playing date, i.e. the player cannot play 2 games in the same morning.

ELIGIBILITY FOR FINALS

Players must play at least five games for their Club in the Junior Competition to be eligible to play in finals. A player having played at least 50% of games in a higher Junior grade will not be eligible to play in finals in a lower Junior grade.

EQUIPMENT - Helmets

Helmets are compulsory for all batters, base runners and catchers

Catcher's equipment

Catchers in Junior and Sub-Juniors must wear full protective equipment, i.e.: mask with helmet and throat guard, chest protector and leg guards with knee protection and must be worn at all times, including warm-up pitches.

PITCHING DISTANCES

Pitching distances shall be as follows:

- **Junior Boys 16's** 46 feet **Sub-Junior Mixed Grade** 42 feet

NINTH BATTER RULE

- Play continues in each innings until 3 out, or the ninth batter for the innings is out, or crosses home plate to score.
- No runner crossing home plate, after the ninth batter in the innings is out or crosses home plate, may score, i.e.: in the case of a home run, only the ninth batter and runner(s) preceding her/him, count. Batter 1, 2 and 3 may be required to bat again for the ninth batter to cross home plate.
- Scorers to notify the plate umpire when the ninth batter is out or crosses the plate.

INTENTIONAL WALK

For the development of junior pitchers and batters the intentional walk rule is not permitted in junior competitions.

SPEED UP RULE

- A runner may be used for the catcher only if she/he gets on base and there are two out.
- A Temporary Runner is a runner who may run for the Catcher of record from the previous half innings who is now on base with 2 out.
 - a. The use of the Temporary Runner is optional for the offensive team coach.
 - b. The Temporary Runner must be the player who at the time of taking the option, is scheduled to bat last and is not on base at the time the option is taken.
(A Temporary Runner will be accepted provided they are one of the current 9 offensive players (not a reserve) and are not one of the next 4 players to bat).

DURATION OF GAME

- The duration of all junior games shall be 90 minutes or 7 innings.
- Junior games not having completed 7 innings must finish at the advertised time. If time runs out and the innings is not completed the score reverts back to the last even innings, unless the team second at bat has drawn level or is in front, in which case the score will stand.

10 RUN RULE

In the interest of good sportsmanship, and friendly game environment, once a team is 10 or more runs in front they are not allowed to steal bases or bunt.

MATCH BALLS

- Each team will supply one match ball of similar make, colour and quality.
« Match balls must be of good quality- leather- wet weather balls with a core value of 0.474

TIME WASTING

No coach or player will be permitted to call time in the last 10 minutes of any Junior Game.

MISCONDUCT

Refer to Dale Districts' Code of Conduct. We do not condone or promote aggressive and unacceptable behaviour towards players, teams and coaches. We do not condone our junior members being treated in an aggressive manner.

THERE IS A ZERO TOLERANCE POLICY TOWARDS UMPIRE ABUSE AT DALE DISTRICTS

Many of our umpires are volunteers, whether Mum, Dad, whoever that is doing their best that they can for their Club and players.

JEWELLERY

Exposed jewellery such as wrist watches, bracelets, any type of earrings neck chains, or any other item judged dangerous by the umpire may not be worn during a game. Medic alert bracelets and necklaces are not considered jewellery, but if worn, they must be taped to the body. NOTE – Players must be asked to remove jewellery and if they fail to do so, will be ejected from the game.

PERMITS-INTER CLUB

Players of junior age playing in the senior competition for a club that does not field a junior team in Dale's junior competition may apply for an inter-club permit. This allows the Player to play in Juniors & Seniors. The player, however, will always be aligned to the senior Club (Parent Club) and is merely on loan to the junior club (Foster Club). There is no fee for this permit.

WWC CHECK CARD

All persons over the age of 18 that are involved with children must have a current Working with Children Card. Parents of children involved in the club that their child plays in do not need to

obtain a card.

PERMISSION TO TAKE A PHOTOGRAPH OF A CHILD

All clubs will have to get signed permission from parent/guardian/carer before a child's photograph can be taken. The association will supply each team a permission sheet.

METAL CLEATS

Metal cleats are not permitted in the under 16 boys or under 13 sub junior divisions.

Players under the age of 19 years are not permitted to wear metal cleats.

Any player found wearing metal cleats will be asked to remove the metal cleats by the umpire.

AUTOMATIC OUT FOR TEAM PLAYING WITH 8 PLAYERS

Under the Dale Districts Men's Softball Association ground rules, it is permissible to commence and finish a game with 8 players. However, if a team only has 8 players then the automatic rule applies. Coaches are not permitted to encourage opposition coaches to change this ruling.

ATHLETIC RUNNING TRACK

Teams may warm up on the athletic side of the complex but are not permitted to warm up on the running track. This running track is a very expensive cinders track. Clubs found to be in breach will be fined \$50.00.

CLEARANCES INTER CLUB

Sub junior and junior players who have played for a club in the past 3 years and wish to play for another club must fill out a clearance form. These clearances close as of the 30th June 2025.

EQUIPMENT SIGN OUT

All teams who are listed as the home side in the early time slot are to collect the equipment for the diamond they are playing on and sign the equipment sheet. The equipment sheet and equipment for diamonds 3, 7 & 8 are in the equipment shed just past the club room building.

As diamonds 3 and 8 are skinned diamonds, there are 2 trolleys which hold the equipment. These trolleys need to be taken to the diamonds.

All diamonds need to be raked after each game and dug outs swept by the away side. Equipment to be left at the diamond after each game for the senior teams to use.

Equipment for diamond 1 is in the equipment room in the change rooms located near diamond 1 and the equipment for diamond 2 will be placed outside the change rooms near diamond 1.