



1st & 2nd SEMI FINALS
UNDER 13 SUB JUNIOR & UNDER 16 BOYS
Saturday 29th August 2026



UNDER 13 MIXED

DIV	DIA	TIME	TEAM	PLATE	BASES
GROUP ONE					
2nd SEMI FINAL					
UNDER 13	8	9.00	T. HAWKS (B) V W. COBRAS	R. R. (B)1	1 st base (AWAY) 3 rd base (HOME)
1st SEMI FINAL					
UNDER 13	2	11.00	R. ROCKIES (B) V R. ROCKIES (G) LOSER ELIMINATED	HAWKS (B)	1 st base (AWAY) 3 rd base (HOME)
GROUP TWO					
2nd SEMI FINAL					
	8	11.00	B. B/RANGERS(O) V C. COMETS	REDSOX	1 st base (AWAY) 3 rd base (HOME)
1st SEMI FINAL					
UNDER 13	2	9.00	S T REDSOX V T. HAWKS (M) LOSER ELIMINATED	B.RAN (O)	1 st base (AWAY) 3 rd base (HOME)
GROUP THREE					
1st SEMI FINAL					
UNDER 13	3	9.00	METS V B. BUSHRANGERS (BLACK) BYE TEAM: BANDITS	BANDITTS	1 st base (AWAY) 3 rd base (HOME)

INNINGS OR 90 MINUTES- WHICH EVER OCCURS FIRST
SCORES WILL REVERT BACK FOR SEMI & PRELIMINARY FINALS ONLY

UNDER 16 BOYS

DIV	DIA	TIME	TEAM	PLATE	BASES
1st SEMI FINAL					
	1	11.00	T. HAWKS (B) V METS LOSER ELIMINATED	HAWKS (M)	1 st base (AWAY) 3 rd base (HOME)
2nd SEMI FINAL					
UNDER 16	1	9.00	T. HAWKS (M) V C. COMETS	HAWKS (B)	1 st base (AWAY) 3 rd base (HOME)

7 INNINGS OR 90 MINUTES- WHICH EVER OCCURS FIRST
SCORES WILL REVERT BACK FOR SEMI & PRELIMINARY FINALS ONLY



DUTIES INFORMATION

CANTEEN DUTIES:

EARLY: 8.30am – 10.30am

1 PERSON –
METS -U/16 BOYS
1 PERSON –
R. ROCKIES (G) U/13 (SUB JUNIORS)

LATE 10.30am – 12 noon

1 PERSON –
C.COMETS – U/16 BOYS
1 PERSON –
BANDITS U/13 SUB JUNIORS

UMPIRING DUTIES:

PLATE:

CLUBS TO PROVIDE PLATE UMPIRES

BASES:

CLUBS TO PROVIDE BASE UMPIRES

1st BASE UMPIRE FROM AWAY TEAM

3rd BASE UMPIRE FROM HOME TEAM

1. HOME SIDE LISTED FIRST FIELDS FIRST AND OCCUPIES 1st BASE BENCH
2. AWAY SIDE LISTED SECOND BATS FIRST AND OCCUPIES 3rd BASE BENCH
3. SEMI FINALS GAMES TO CONSIST OF 7 INNINGS OR 90 MINUTES – SCORES WILL REVERT BACK FOR SEMI AND PRELIMINARY FINALS. EVEN INNINGS GAMES ONLY FOR GRAND FINALS
4. TEAMS TO SUPPLY GAME BALLS - ASSOCIATION WILL SUPPLY MATCH BALLS FOR GRAND FINALS
5. TEAMS TO RAKE DIAMOND AFTER EACH GAME & SWEEP OUT DUG OUT
6. IF IN THE EVENT OF A TIE AT THE BOTTOM OF 7th THE TIE BREAK RULE WILL APPLY
7. PLAYERS MUST HAVE PLAYED 5 GAMES TO QUALIFY FOR FINALS
8. TEAMS CANNOT BORROW PLAYERS – NO EXCEPTIONS WILL BE PERMITTED
9. CLUBS WITH MORE THAN 1 TEAM IN YOUR CLUB ARE NOT ALLOWED TO BORROW PLAYERS FROM OTHER TEAMS IN YOUR CLUB.
10. IN THE EVENT A CLUB USES AN UNDER 13 PLAYER TO PLAY IN THE UNDER 16 FINALS, THAT PLAYER WILL REMAIN LOCKED INTO THE UNDER 16 TEAM.
11. THERE IS A ZERO TOLERANCE ABUSE TOWARDS THE UMPIRES IN PLACE AT DDMSA HEAVY SUSPENSIONS WILL APPLY TO ANYONE FOUND IN BREACH OF UMPIRE ABUSE
12. WHERE POSSIBLE THE UMPIRES ASSOCIATION WILL BE PROVIDING PLATES ONLY FOR FINALS. PLEASE MAKE SURE YOU HAVE BASE UMPIRES ALLOCATED.
13. GAMES TO START ON TIME 9.00am AND FINISH AT 90 MINUTES 10.30am 11.00am AND FINISH AT 12.30pm
14. COACHES PLEASE BE MINDFUL OF THE GROUND RULES FOR JUNIORS AND THE REMAINDER OF RULES APPLY AS PER WBSC RULES.
15. MOST IMPORTANT GOOD SPORTSMANSHIP SHALL PREVAIL AT ALL TIMES.
16. IN THE EVENT OF WEATHER CONDITIONS MAKING DIAMONDS UNPLAYABLE TEAMS WILL BE MOVED TO ANOTHER DIAMOND. CLUBS WILL BE NOTIFIED SHOULD THIS OCCUR.