

COVER SHEET FOR UMPIRES & COACHES

SUPPLIMENT LEAGUE RULES FOR

CASPER REC CENTER'S

JUNIOR OLYMPIC FASTPITCH SOFTBALL

ATTACHED SUPPLIMENT RULES FOR

8U - 10U LEAGUE RULES

12U LEAGUE RULES

14U – 16U LEAGUE RULES

ALL LEAGUE GENERAL RULES



J.O. 10U BASIC RULES (TEACHING LEAGUE)

1: 1 HOUR TIME LIMIT AND FINISH THE INNING WHILE PROVIDING EQUAL OFFENSE AND DEFENSE OPPORTUNITIES FOR EACH TEAM. THE GAME WILL CEASE AT THAT TIME. THE SCORE WILL NOT AFFECT THIS. WHEN TIME LIMIT ENDS AND THE HOME TEAM IS AHEAD THE GAME WILL END.

2: 5 RUN LIMIT MERCY RULE PER 1/2 INNING THEN ROTATE TEAMS UNLESS 3 OUTS ARE MADE FIRST. WHEN THE 5TH RUN SCORES THE INNING WILL END.

3: BATTING – EACH BATTER WILL GET A MAXIMUM OF 4 PITCHED BALLS IF NOT RETIRED BY A STRIKE OUT, PUT OUT OR BECOMES A BATTER RUNNER. NO WALKS. IF HIT BY A SLOW ROLLER PITCH (THE BALL IS DEAD) AND THE BATTER REMAINS AT BAT – UMPIRE’S JUDGEMENT. RUNNER(S) MAY NOT ADVANCE ON ANY DEAD BALL.

WHEN 4 BALLS ARE REACHED AN OFFENSIVE COACH WILL DELIVER UP TO 2 SOFT TOSS PITCHES FROM THE BATTER’S SIDE OR A MINIMUM OF 15 FEET IN FRONT OF THE BATTER (COACH’S CHOICE) TO PUT THE BALL IN PLAY. IF THE BATTER FOULS OFF THE 2ND COACH PITCH ONE MORE PITCH MAY BE TOSSED AND THE AT BAT WILL END BY AN OUT, A FOUL BALL OR BY BECOMING A BATTER/RUNNER.

IF THE COACH IS HIT BY A BATTED BALL, IT IS A DEAD BALL AND THE BATTER WILL GET ONE ADDITIONAL PITCH. IF THE COACH IS HIT A 2ND TIME THE BATTER IS OUT. IF THE BALL IS PUT INTO PLAY THE AT BAT WILL END.

4: STEALING ONE BASE IS ALLOWED ON THE PITCHER’S RELEASE

NO STEALING ON A COACH PITCH AND NO STEALING HOME.

A RUNNER DURING A PLAY MAY ADVANCE TO HOME WITH AN OVERTHROW AT THIRD BASE DURING A PLAY. UMPIRE’S JUDGEMENT.

5: NO INFIELD FLY OR A DROPPED THIRD STRIKE.

6: OVERTHROWS – ONLY ONE ADDITIONAL BASE ALLOWED. A MISSED CATCH IS NOT CONSIDERED AN OVERTHROW – UMPIRE’S JUDGEMENT.

7: TO SAVE GAME TIME HELP PUT GEAR ON THE CATCHER AND HAVE A COACH WARM UP THE PITCHER. HUSTLE THE PITCHER & CATCHER OUT FOR WARMUP PITCHES AS TIME WILL BE RESTRICTED BETWEEN INNINGS. WARMUP PITCHES MAY BE REDUCED TO CONSERVE GAME TIME.



J.O. 10U BASIC RULES (TEACHING LEAGUE) CONTINUED

8: 10U LEAGUE ONLY. COACHES MAY "SHADOW" THE DEFENSE GIVING INSTRUCTION BUT MUST REMAIN BEYOND THE INFIELD PLAYERS AND NOT INTERFERE WITH PLAYS. IF A COACH IN THIS CASE INTERFERES A DEAD BALL WILL BE CALLED AND BASERUNNERS WILL GET 1 ADDITIONAL BASE RULING FOR THE OBSTRUCTION. COACHES MAY NOT HANDLE ANY BALL ANYTIME.

SAFETY AND INTERFERENCE AND OBSTRUCTION VIOLATIONS COACHES MUST TEACH AND REINFORCE THESE!!

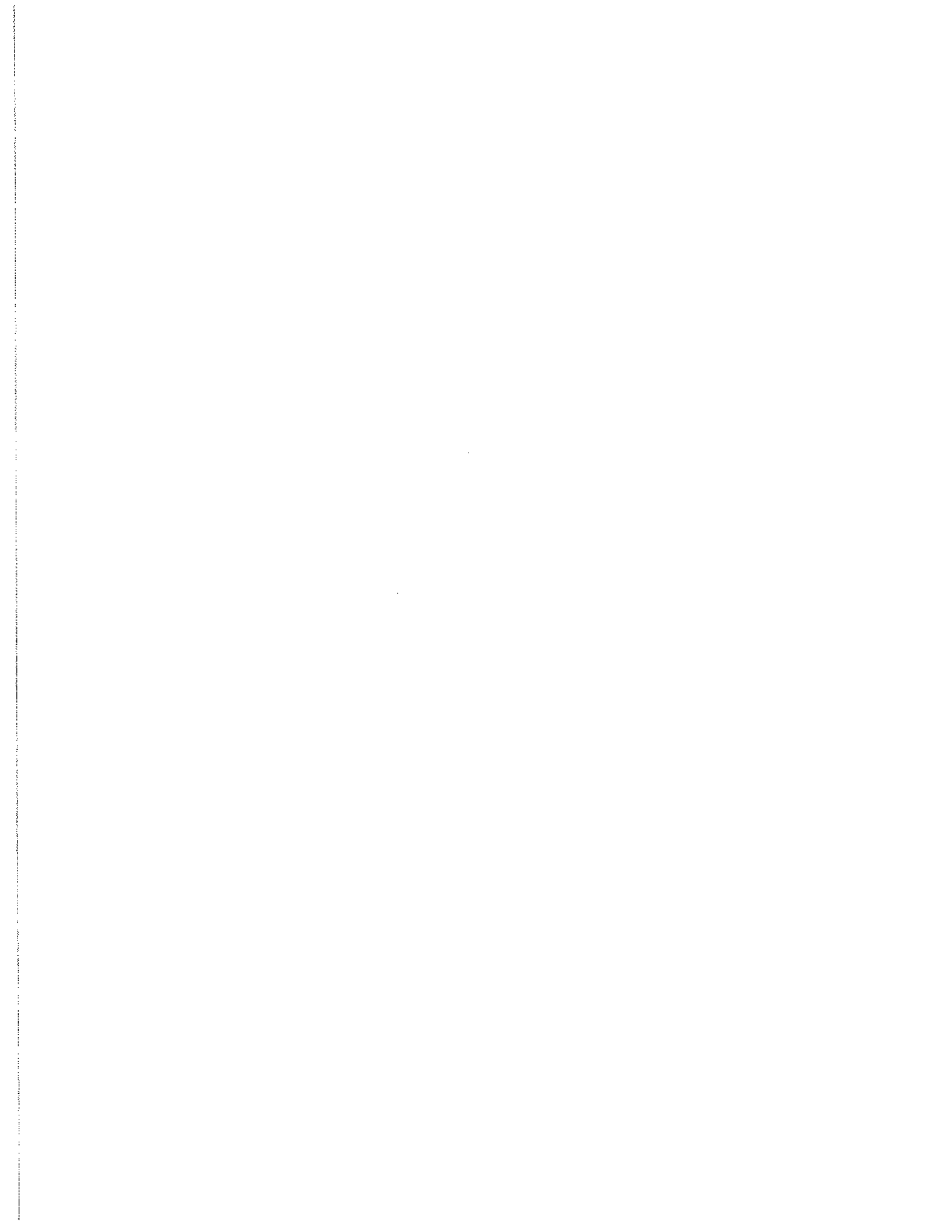
BATTERS MUST VACATE THE BATTER'S BOX AREA FOR RUNNERS SCORING BY MOVING AWAY FROM THE PLAY IN FOUL TERRITORY AT A SAFE DISTANCE TO NOT INTERFERE WITH THE FIELDERS. THE BATTER COULD BE CALLED OUT FOR THE INTERFERENCE AND RUNNER(S) RETURN.

DANGEROUS SITUATIONS OCCURE WITH THE BATTER, BAT IN HAND BEING IN THE WAY OF A PLAY AT HOME. BE VERY AWARE OF RUNNERS ADVANCING HOME AND DON'T TAKE ANY PRACTICE SWINGS DURING PLAY. KNOW IF THERE IS A RUNNER ON 3RD BASE BEFORE GETTING INTO THE BATTER'S BOX!!!!!!

LIKewise, FIELDERS WITH A PLAY AT HOME CANNOT BE STANDING ON HOME PLATE WITHOUT THE BALL IN THEIR POSSESSION BLOCKING A RUNNER TRYING TO SCORE. THIS IS OBSTRUCTION AND BY RULE THE RUNNER SCORES. THIS ALSO IS POTENTIALLY A DANGEROUS SAFETY ISSUE WITH COLLISIONS.

FIELDERS MUST BE TAUGHT THE DIFFERENCE BETWEEN A FORCE OUT WHEN THEY CAN BE TOUCHING THE BASE WITH THE BALL IN THEIR POSSESION WITH A RUNNER FORCED TO ADVANCE TO THE NEXT BASE.

BY RULE RUNNERS CANNOT BE OBSTRUCTED BY A FIELDER WITHOUT POSSESSING THE BALL. IN THIS CASE FIELDERS CANNOT OBSTRUCT THE RUNNER BY STANDING ON THE BASE OR IN THE BASE PATH BLOCKING THE RUNNER'S ADVANCE. RUNNERS HAVE THE RIGHT TO THE INSIDE CORNER OF THE BAG CONTINUING ON THEIR BASEPATH.



**UMPIRE & COACHES CASPER REC CENTER LEAGUE RULES SUPPLIMENT FOR
JUNIOR OLYMPIC GIRLS FASTPITCH SOFTBALL
AND COMPLMENTS THE OFFICIAL 2026 USA SOFTBALL RULE BOOK**

12U AND 14U/16U LEAGUES:

1: GAMES WILL BE 7 INNINGS OR 1:15 HOUR IN TIME WHICH EVER COMES FIRST. THE CURRENT INNING WILL BE ALLOWED TO FINISH IF STARTED BEFORE TIME EXPIRES. AT THE CONCLUSION OF THAT LAST INNING THE GAME WILL END. EXCEPTION: IF THE TOP HALF OF THE FINAL INNING IS COMPLETED WITH THE HOME TEAM AHEAD THE GAME WILL END WITH THE HOME TEAM WINNING. IF THE HOME TEAM IS BEHIND MORE THAN THE 6 RUN INNING MERCY RULE WHEN TIME EXPIRES THE GAME WILL END.

IF TIED AT THE END OF REGULATION THE INTERNATIONAL TIE BREAKER (ITB) WILL BE USED FOR ONE INNING ONLY AND WILL BE AS FOLLOWS (RULE 5, SECTION 11): AT THE TOP OF THE NEXT INNING THE VISITING TEAM SHALL BEGIN IT'S TURN AT BAT WITH THE PLAYER OR SUBSTITUTE SCHEDULED TO BAT LAST IS PLACED ON 2ND BASE. THE HOME TEAM WILL HAVE THE SAME OPPORTUNITY FOR ONE INNING ONLY. THE RESULT WILL THEN BE "WIN, LOSE OR TIE.

TOURNAMENT EXCEPTION: THE ITB WILL BE USED UNTIL THERE A WINNER.

2: MERCY RULE: TEAMS WILL BAT UNTIL THREE OUTS ARE MADE IN THE HALF INNING OR WHEN 6 RUNS SCORE. TEAMS WILL THEN ROTATE.

3: THE GAME RUN AHEAD RULE: 15 RUNS AFTER 3 INNINGS, 12 AFTER 8 INNINGS AND 8 AFTER 5 INNINGS. THE MERCY 6 RUN RULE HELPS KEEP GAMES FROM ENDING BY THE RUN RULE WHILE OFFERING EQUAL OPPORTUNITIES TO BOTH TEAMS.

IN TOURNAMENTS THE 6 RUN MERCY RULE WILL STILL APPLY TO ASSIST BOTH TEAMS EQUAL BATTING OPPORTUNITIES. THE USA RUN WILL STILL APPLY.

4: STEALING: LEAGUES 12U AND ABOVE RUNNERS ARE ALLOWED TO STEAL ON THE PITCH. U.S.A. RULES WILL APPLY. (COACHES – READ THE "LOOK BACK RULE")

5: PITCHERS USE THE 43' RUBBER AND THE 12" BALL. PITCHERS AGE 12 ONLY MAY USE THE 43' RUBBER OR A 40' MARK IF CHOOSEN TO USE IT. (U.S.A. RULE FOR 12U).

6: THE SUPPLIMENTAL RULES LISTED ABOVE ARE THE EXCEPTION FOR THE "USA CURRENT OFFICIAL RULES OF SOFTBALL" THAT WILL THEN APPLY.



ALL LEAGUES

1: PLAYER PICK UP RULE: A SHORTHANDED TEAM MAY PICK UP PLAYERS FROM OTHER TEAM(S) TO BRING THE BATTING ORDER UP TO NINE. TEAMS MUST HAVE AT LEAST SIX OF THEIR OWN ROSTERED PLAYERS AND MAY PICK UP TO A MAXIMUM OF THREE PLAYERS. A TEAM WITH ONLY SEVEN PLAYERS WILL FORFEIT.

ROSTERED PLAYERS WHO SHOW UP LATE FOR THE SHORTHANDED TEAM MUST IMMEDIATELY REPLACE THE PICKUP PLAYER(S) IN THE LINE UP. THE PICKUP (PLAYERS) MAY BE USED AS A LEGAL SUBSTITUTE FOR AN INJURED PLAYER OR A PLAYER WHO HAS TO LEAVE THE GAME FOR ANY REASON.

PICK-UP PLAYERS MAY NOT BE FROM AN OLDER AGE GROUP LEAGUE. OLDER AGE GROUP TEAMS MAY PICK UP PLAYERS FROM YOUNGER LEAGUES.

2: PICKUP PLAYERS ARE NOT ALLOWED TO PITCH OR CATCH. EXCEPTION: A PICKUP PLAYER MAY CATCH IF THERE ARE NO ROSTERED CATCHERS AVAILABLE ON THE SHORTHANDED TEAM.

3: PICK UP PLAYERS ARE REQUIRED TO WEAR THEIR OWN JERSEYS.

4: HOME TEAM SCOREBOOK WILL BE OFFICIAL. (BOTH TEAMS SHOULD KEEP SCORE TO RESOLVE DISPUTES.

5: LEAGUE JERSEYS MUST BE WORN BY SCHEDULED TEAMS SINCE THEY ARE SPONSORED BY BUSINESSES.

6: RUN RULE: IF ONE TEAM LEADS BY 15 RUNS AFTER 3 COMPLETE INNINGS, 12 RUNS AFTER 4 AND 8 RUNS AFTER 5 COMPLETE INNINGS THE GAME IS OFFICIAL.

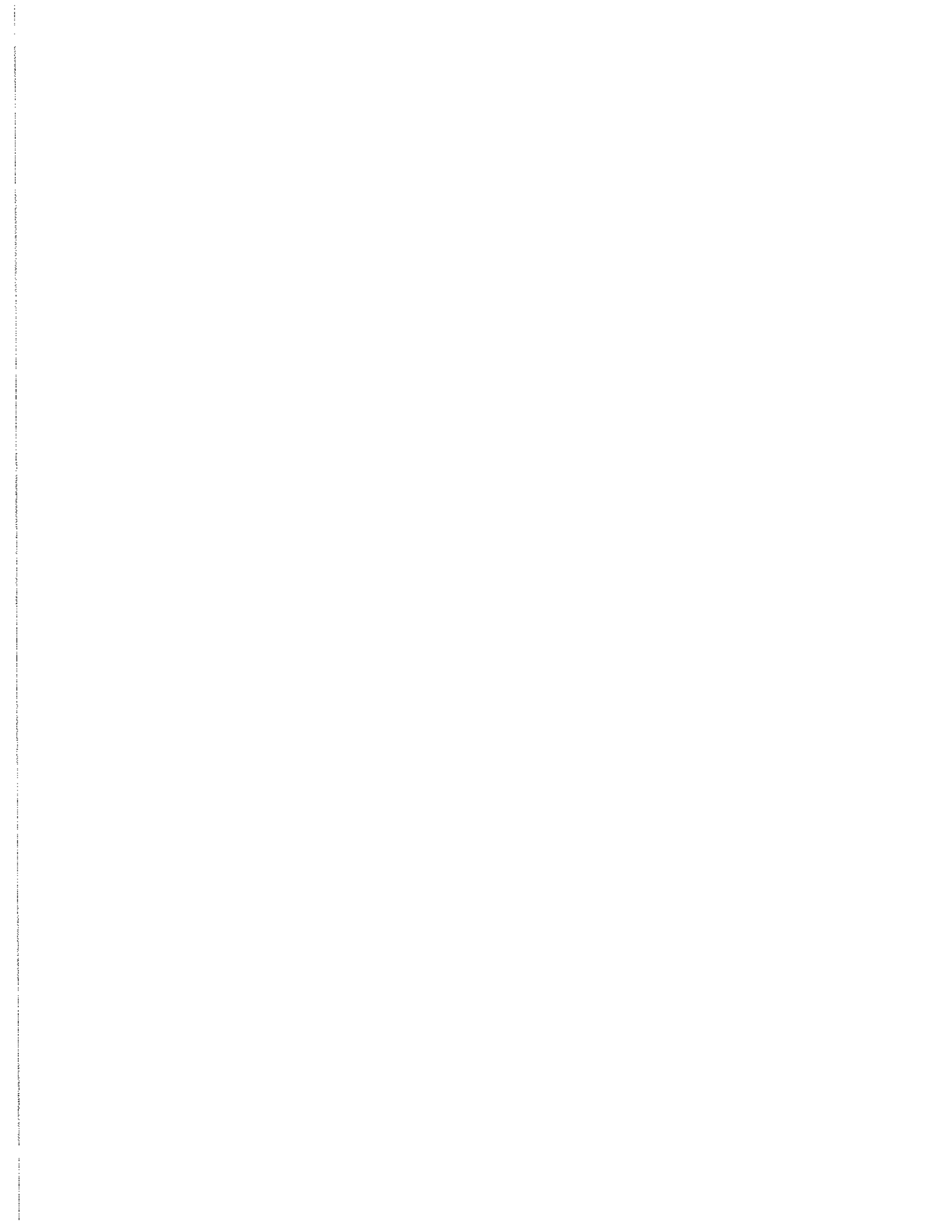
7: ROTATIONAL BATTING BY THE ENTIRE ROSTER IS ALLOWED. IF BATTING ORDER IS 10 OR MORE NO OUT WILL BE TAKEN IF THE ORDER IS REDUCED TO 9 DUE TO A PLAYER LEAVING THE GAME. IF THE ORDER IS REDUCED TO 8 AN OUT WILL BE TAKEN WHEN THE MISSING PLAYER IS DUE TO BAT.

IF BOTH TEAMS ONLY HAVE 8 PLAYERS NO OUT WILL BE TAKEN.

8: IF THE BATTING ORDER IS REDUCED TO 7 BY THE SHORTHANDED TEAM A FORFEIT WILL BE DECLARED. U.S.A. SOFTBALL RULES APPLY.

9: EXPOSED JEWELRY WHICH IS JUDGED BY THE UMPIRE TO BE DANGEROUS MUST BE REMOVED AND MAY NOT BE WORN DURING THE GAME. MEDICAL ALERT BRACELETS OR NECKLACES MUST BE TAPED TO THE BODY AND REMAIN VISIBLE. PLASTIC VISORS & NECKERCHIEFS ARE NOT ALLOWED. USA SOFTBALL RULE 3 – 6.

10: STEEL CLEATES ARE ONLY ALLOWED FOR PLAYERS 14 AND OVER. 12U & YOUNGER PLAYERS BY USA RULES ARE NOT ALLOWED TO USE METAL MOLDED RUBBER CLEAT ARE STRONGLY RECOMMENDED FOR PLAYER SAFTEY.



11: TRASH TALKING IS NOT ALLOWED. AFTER ONE WARNING THE OFFENDED PLAYER(S) WILL BE EJECTED FROM THE GAME. THE "F" WORD IS AN AUTOMATIC EJECTION. TEACHING SPORTSMANSHIP IS A KEY COMPONENT OF THIS PROGRAM.

12: MERCY RULE EXCEPTION:

FOR AN OVER THE FENCE HOME RUN ALL RUNS WILL COUNT EQUALING OR EXCEEDING THE MERCY RULE TOTAL AS A RESULT OF THAT AT BAT.

13: ONLY COACHES MAY TALK TO UMPIRES REGARDING JUDGEMENT CALLS OR RULE CLARIFICATIONS & APPLICATIONS. NO ARGUING BALLS & STRIKES.

14: BATTERS, ON DECK BATTERS AND PLAYERS ACTING AS BASE COACHES MUST WEAR A BATTING HELMET WITH MASK. THE CHIN STRAP IS OPTIONAL, BUT RECOMMENDED FOR SAFETY.

NOTE RULE 3, SECTION 5 (E): "WEARING THE HELMET IMPROPERLY OR REMOVING THE HELMET DURING A LIVE BALL PLAY AND JUDGED BY THE UMPIRE TO BE DELIBERATE ACT SHALL CAUSE THE VIOLATOR TO BE DECLARED OUT IMMEDIATELY. THE BALL REMAINS LIVE.

15: ANY PLAYER CATCHER WARMING UP A PITCHER ANYWHERE IN PREGAME OR DURING A GAME MUST WEAR THE APPROVED CATCHER'S HELMET WITH THROAT GUARD. THIS APPLIES FOR BOTH INSIDE AND OUTSIDE THE FENCES.

16: COURTESY RUNNERS MAY BE USED FOR THE PITCHER AND CATCHER. WITH ROTATIONAL BATTING A PRECEDING PLAYER ON THE BENCH CLOSEST TO THE PITCHER OR CATCHER WHO HAS COMPLETED HER TURN AT BAT MAY BE USED AS THE COURTESY RUNNER.

TO SAVE GAME TIME IT IS RECOMMENDED THAT A COURTESY RUNNER BE USED FOR THE CATCHER ON BASE AND THE CATCHER KEEP THE LEG GUARDS ON UNTIL THEY COME TO BAT TO SAVE GAME TIME FOR BOTH TEAMS.

17: BY USA RULE 6A - 9 PITCHERS HAVE ONE MINUTE TO DELIVER UP TO FIVE WARM UP PITCHES TO START EACH INNING. (WARM UP PITCHES MAY BE REDUCED OR ELIMINATED FOR UNREASONABLE DELAYS). IF THE CATCHER IS PUTTING GEAR ON HAVE SOMEONE WARM UP THE PITCHER. NEW PITCHERS GET FIVE WARMUP PITCHES. UMPIRES DISCRETION.

THE ONE MINUTE RULE STARTS WITH THE LAST OUT OF THE TEAM AT BAT. MAKE ALL PLAYERS HUSTLE OFF AND ON THE FIELD. THIS RULE IS FOR NOT DELAYING THE GAME FOR BOTH TEAMS!! SEE PITCHING RULE 6A, SECTION 9. COACHES - PLEASE HELP SPEED UP GAME PLAYING TIME.

18: SPORTSMANSHIP BY ALL COACHES, PLAYERS AND SPECTATORS IS A REQUIREMENT. RESPECT THE GAME, THE OFFICIALS, PLAYERS AND COACHES.

