



# SLOWPITCH SOFTBALL RULEBOOK

## 2026

### FACILITIES

**Round Lake Park**  
16691 Valley View Road  
Eden Prairie, MN 55344

### RULE UPDATES

#### 4.4 CHURCH LEAGUE SPECIFIC RULES

- 4.4.1 No metal cleats, stealing, leading off, bunting
- 4.4.2 The arc of a pitched ball must be no lower than 6 feet from the ground and no higher than 10 feet from the ground. The home plate is dead and not a strike.
- 4.4.3 The majority of the team must be made up of players who belong to the sponsoring church. Teams are expected to use the honor system when building teams.
- 4.4.4 Both teams are responsible for reporting scores to [adultathletics@edenprairie.org](mailto:adultathletics@edenprairie.org)

### COMMUNICATION

#### LEAGUE DIRECTOR expectations:

- Will notify Team Managers of changes to the schedule via email; schedules will also be updated online.
- Weather cancellations are communicated via email to Team Managers by 4 pm.
- Scores are updated online as soon as possible, depending on staffing and workload.

#### TEAM MANAGER expectations:

- Updated email address that is checked frequently
- Relay pertinent league information to teammates

### FORFEITURE

- **FORFEITURES** must be communicated to the opposing team manager and the Parks & Recreation main email ([parks@edenprairie.org](mailto:parks@edenprairie.org)) by **2 pm the day of scheduled games**. If notice is not given by **2 pm**, it is considered an unannounced forfeit. Team Manager contact information is provided in the league welcome email.
- More than two unannounced forfeits in one season may be grounds for removal from the league for the remainder of the season and potentially the following season.

### RULE 1. ELIGIBILITY

#### 1.1 ROSTERS

- 1.1.1 A roster is not required for team play.
- 1.1.2 During the regular season, a team is allowed to “pick up” up to two players from

another team, even if the player(s) play at the same level, and only if a team is short for the week.

- 1.1.3 Teams are expected to use the honor system when finding subs. Subs are to be at the appropriate level of play for the league.
- 1.1.4 If an official deems a sub clearly above the league level of play the player will be ineligible and the team will forfeit the contest.
- 1.1.5 Teams are not allowed to borrow players from other teams in the league during playoffs. If a player is caught playing for multiple teams during playoffs in the same league all teams associated with that player are disqualified.
- 1.1.6 If teams or players are in violation of bylaws 1.1.4 or 1.1.5 further actions may be taken, including suspension from all league play.

## 1.2 TEAM FORMAT

- 1.2.1 Games are played with 10 players. A team may play and start with as few as 7 players.

## RULE 2. LEAGUE FORMAT

### 2.1 REGULAR SEASON

- 2.1.1 Regular season standings determine seeding for the postseason.

### 2.2 STANDINGS

- 2.2.1 Standings are ranked from highest to lowest win percentage.
- 2.2.2 Standings tiebreakers are as follows, in order:
  - 1. Head-to-head competition (games won-loss)
  - 2. Best run differential
  - 3. Coin flip
- 2.2.3 Score correction window: Protest incorrect regular season scores to [parks@edenprairie.org](mailto:parks@edenprairie.org) within 7 days. If the last week of the regular season score is incorrect, protest within 24 hours. Once the score correction window has passed, standings are locked.

### 2.3 POSTSEASON

- 2.3.1 Postseason format may consist of single or double elimination brackets and may last 1-2 weeks.
- 2.3.2 Postseason format may change on a league by league basis at the discretion of the League Director.
- 2.3.3 If an incomplete championship game is suspended due to unforeseen circumstances, both teams are deemed league co-champions
- 2.3.4 If one night, single elimination playoffs or the final evening of double elimination, two night playoffs are suspended due to unforeseen circumstances after the first games of the evening and prior to the championship game, the highest remaining seed is deemed league champion.
- 2.3.5 If playoffs are canceled due to weather or unforeseen circumstances before the start of one night playoffs and cannot be rescheduled, the regular season champion is deemed league champion.

## RULE 3. GAME FORMAT

### 3.1 GAME

- 3.1.1 Games are played to 60 minute slot limit or 7 innings, whichever is first.
- 3.1.2 Batters start with a 1 ball, 1 strike count. 4 balls is a walk. 3 strikes is an out.
- 3.1.3 A foul ball after two strikes is an out.

- 3.1.4 Forfeited games result in a 0-7 loss for the forfeited team.
- 3.1.5 4 innings is a complete game. 3 ½ innings if home team is leading.

### 3.2 RUN RULE & FLIP FLOP

- 3.2.1 Refer to run rule and flip flop grid

FIGURE 1, 3.1.2 RUN RULE/FLIP FLOP GRID	
Inning/Score	Flip/Flop
20 after 3	After 2 <sup>nd</sup> Inning
15 after 4	After 3 <sup>rd</sup>
10 after 5	After 4 <sup>th</sup>

### 3.3 HOME RUN LIMIT

- 3.3.1 4 homeruns per team, per game
- 3.3.2 Once home run limit is reached, subsequent home runs are outs.

### 3.4 TIME

- 3.4.1 Games have a 60-minute time slot. 5 minute warm up is included in the 60-minute time slot.
- 3.4.2 Officials reserve the right to shorten or extend 60-minute competition time slot to keep competitions on schedule.
- 3.4.3 If a team does not have at least 7 players at game time, a 10-minute grace period is given for the first game of the night only.
  - 1. The offending team becomes the visiting team.
- 3.4.4 After 10-minute grace period, the game is forfeited.
- 3.4.5 No new inning starts after 60-minute slot.
- 3.4.6 One, 30 second defensive conference allowed per game. No conferences allowed in the 7<sup>th</sup> inning or remaining 10 minutes.
- 3.4.7 No offensive conferences allowed.

### 3.5 TIE GAME

- 3.5.1 Regular season games that end in a tie will be scored as a tie.
- 3.5.2 Postseason games that end in a tie are awarded to the higher seed.
  - 1. Exception is postseason championship game extra innings:
    - a. No new inning after 10:15 pm (lights turn off at 10:30 pm sharp).
    - b. International rules in affect. No team timeouts allowed unless an umpire timeout is called.
    - c. Visiting team starts extra innings with their last out on 2<sup>nd</sup> base and 1 out.
    - d. Once the half-inning is complete, the home team starts with their last out on 2<sup>nd</sup> base and 1 out.
    - e. Repeat until a team wins.
    - f. If complete inning is tied after 10:15 pm, the winner's bracket seed is champion. In some brackets, both teams may be from the winner's bracket, then they are co-champions.

## RULE 4. GENERAL RULES

### 4.1 GOVERNING BODY

- 4.1.1 League is unsanctioned but plays according to USSSA rules.

## 4.2 LEAGUE & USSSA RULES

- 4.2.1 League rules supersede USSSA rules.
- 4.2.2 Offensive interference is defined as a player interferes with or impedes or confuses a defensive player while attempting to make a play. This can occur by either physical or vocal actions.
- 4.2.3 Runner may not deliberately interfere with a defensive player, double play turn. For safety, retreat out of the baseline, clearing a path for double play throw. Runners coming home must slide or attempt to avoid a collision.
- 4.2.4 Defensive obstruction is defined as the act of a fielder while not in possession of the ball, or not in the act of fielding a batter ball or taking a proper position to receive a thrown ball which impedes the progress of a runner who is legally running the bases. The obstruction does not have to be intentional and may be vocal as well as physical.
- 4.2.5 Courtesy runners: One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup on the roster. Once the courtesy runner occupies the base, the selected courtesy runner may not be exchanged for any other desired courtesy runner. If the courtesy runner is still on base at the time her/his turn at bat comes up, that spot in the batting order will be an out. In the Mixed Program, any male player in the lineup may run for any male, and any female player in the lineup may run for any female. Both a male and female player may opt for a courtesy runner in each inning.
- 4.2.6 Teams must declare at the pre-game meeting if they are batting 10 or round robin. Teams using round robin may not have pinch hitters.
- 4.2.7 If an umpire is absent, games are self-officiated on the honor system.
- 4.2.8 Judgement decisions are not protestable.

## 4.3 CO-REC SPECIFIC RULES

- 4.3.1 Co-Rec teams (11-12") infielders must stay behind or even with the base line until the batter hits the ball.
- 4.3.2 Co-Rec teams must have a minimum of seven players and cannot have two more men than women (4 men/3 women is okay, but 5 men/2 women is not).
- 4.3.3 Players may not switch positions during an inning unless there is a substitution, pitching change, or injury.
- 4.3.4 Co-Rec teams may bat 2 females in a row, but never 2 males in a row.

## 4.4 CHURCH LEAGUE SPECIFIC RULES

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## 4.5 EQUIPMENT

- 4.5.1 Teams must use approved ball provided by the City of Eden Prairie.
- 4.5.2 Home team provides one new softball per game, per size ball.
- 4.5.3 3-run penalty is assessed if home team does not provide new ball(s).
- 4.5.4 Bats must have legal USSSA imprint mark on its taper or be wood bat.
- 4.5.5 Uniforms are requested but not required. Teams are encouraged to match colors.
- 4.5.6 Due to safety and privacy concerns, at no time can a camera, audio, or video device be worn or streaming device shown during the game.

Eden Prairie Parks and Recreation aims to create a welcoming environment for all players and officials. Unsportsmanlike behavior is not tolerated; consistent reports of poor sportsmanship will be addressed by the League Director.

## **5.1 INFRACTIONS DEFINED**

- 5.1.1 Infractions are defined as but not limited to:
- Use of profanity
  - Complaining about or questioning an official's call by a non-team manager
  - Persistent complaint about judgement calls by any player (including managers)
  - Abusive or profane language (team infraction shall be assessed)
  - Inappropriate comments or gestures to individuals of the opposing team

## **5.2 CONSEQUENTIAL BEHAVIOR**

- 5.2.1 Officials and the League Director reserve the right to warn, assess infractions on individual players, teams, and spectators.
- 5.2.2 Officials reserve the right to immediately eject a team and/or player for persistent unsportsmanlike behavior. The ejected player must leave the premises.
- 5.2.3 The League Director will use their judgement on appropriate consequences which may include disqualification of the team and/or player for the remainder of the season and beyond; disqualification will result in forfeiture of all fees.
- 5.2.4 If a player threatens an official with violence, the player will receive a lifetime ban from all Eden Prairie adult athletics and the team will immediately receive a 12 month ban from all leagues.

## **5.3 OFFICIALS JURISDICTION**

- 5.3.1 The Officials jurisdiction begins from the time a player arrives on-site until the player leaves. Actions that occur before, during, and after game are all subject to an infraction or ejection. If a player is ejected they must sit out their team's next game (or games if they have a double header that night).
- 5.3.2 All protests are handled by the League Director.

# **RULE 6. PLACEMENT OF TEAMS**

It is of the betterment of the entire league for teams and individual players to register and participate in the league that best fits their skill level.

## **6.1 MOVING TEAMS TO A DIFFERENT LEAGUE**

- 6.1.1 The League Director reserves the right to move teams and individual players into the correct league for their skill level.
- 6.1.2 Skill level is determined by historical league standings, reports from officials and other teams, and/or on-court observation by the League Director.

## **6.2 MERGING LEAGUES**

- 6.2.1 Based on registration numbers, the League Director may merge leagues. This is to ensure teams who want to play still have an opportunity to participate.
- 6.2.2 League Director may split playoffs into upper and lower if there is a clear disparity in the regular season standings.

Thank you for participating in Eden Prairie Adult Athletics!