

2025 Youth Slowpitch Softball Rules

The goal of the Saint Paul Parks and Recreation Athletic Program is to encourage sportsmanship, teach fundamentals, provide skill development.

Except as modified by the League, USSSA rules for the current year shall be the official game rules for all contests in which League members participate.

ROSTERS

- Rosters are due before the first game. Send rosters to: muni@ci.stpaul.mn.us by mail/visit to: Municipal Athletics, 1500 N. Rice Street, St. Paul, MN, 55117
- Roster Maximum: 15 players. Players may not play on more than one team in the same league.
- Add/drop deadline is June 15th – Changes must be submitted in writing to Municipal Athletics.

SCHEDULES/STANDINGS – Schedules are posted at www.teamsideline.com/stpaul during regular season play.

Please note, standings/scores are not kept at the 10u developmental level.

Home and Visiting teams are listed on the schedule – no coin flip needed.

INCLEMENT WEATHER – 1 game will be made-up (added to end of season). Additional Rainouts will not be played or refunded.

- TeamSideline and Weather Hotline (651-558-2118) will be updated at 4:30 pm if necessary – any calls made after that are at the umpire's discretion at the field.
- If a game is called before the end of the 4th inning, it will be called a rain-out and replayed if possible. If game is called after the end of the 4th inning, the score will stand as-is.

LATE ARRIVALS, FORFEITS, NO UMPIRE

- Forfeits: Rec Center/Organization staff are responsible for notifying Municipal Athletics as soon as possible if unable to play a scheduled game. Municipal Athletics will alert opponent and umpire.
- Teams must have 9 players to begin a game. If a team does not have the minimum number of players 10 minutes after the scheduled game time they will forfeit the game. 10th spot in the lineup is an out.
- If an umpire does not show up, coaches should work together to officiate. If a spectator is willing to umpire, they will be paid the standard umpire rate - please call 651-558-2255 the following morning to receive info.

COACHING STAFF – Coaches must be certified by the City of Saint Paul to be on the coaching bench - **maximum of three coaches on the bench at all times.** If a team wants a scorekeeper, they must sit in the spectator area and cannot sit on the bench. Coaches' children, unless they are players on the team, will not be allowed to sit on the bench – no exceptions.

TIME LIMITS

- 1 hour time limit, no new inning after 55 minutes. Umpire will set the start time during the coach meeting.
- Games are 6 innings and can result in a tie – no extra innings.

FIELD SPECIFICATIONS

- 10u – Pitching Distance 40 ft, Base Distance 60 ft.
- 12u – Pitching Distance 46 ft, Base Distance 60 ft.
- In both age divisions, struggling pitchers may move up 3 feet if agreed on by both coaches and the umpire.



EQUIPMENT

- Bats must have a legal USSSA (slowpitch) stamp as seen here.
 - If a bat is found to be illegal it will be removed from play and will result in the batter being declared out. If the batter reaches base after using an illegal bat and is properly appealed by the defensive team, the batter-runner will be declared out and all runners must return to bases occupied at time of pitch. Once the offending team is informed that the bat used is illegal, it may not be used again.
 - Dented/Chipped/Cracked bats, which are also illegal, will be removed from the game (no out, forfeit or suspension)
- Balls – Home team is to supply a new game ball for each game, visiting team supplies a gently used backup
 - 11" Optic Yellow COR 44 with USSSA Stamp (Dudley Classic W preferred)
- Cleats – NO METAL CLEATS. Molded rubber only!
- Helmets with ear flaps are mandatory for all batters (including any in the warmup circle) and baserunners. Chinstraps and facemasks are optional.
- Catcher's gear: Mask with throat protector and helmet are required. Chest protector is recommended.
- **NO JEWELRY can be worn. Earrings CAN NOT be taped.** No wrist bands. Medical alert bracelets/necklaces can be worn but must be covered or taped. No Exceptions, infractions will result in an automatic out.

WARMUPS & FIELD PRESERVATION

- No Infield practice prior to or between games.
- Warmup Pitches: 3 to start, 1 between innings.
- **NO DIGGING** - Under no circumstance may a batter dig with any part of his/her body or other objects, move or disrupt any solid material within the confines of the batter's box [loose material may be moved, but creating new loose material from packed ag-lime is a violation]. Penalty: There will be a team warning given on the first violation. Any further violations will result in an out for each occurrence.

BATTING & RUNNING RULES

- All players bat and may rotate on defense between innings or in event of a pitcher change or injury. Teams must notify umpire and opponents of any changes.
- Players must remain in the same position in the batting order for the entire game. Late players can be added to the end of the line-up.
- 3/2 pitch count, **NO** courtesy foul is in effect for all slowpitch leagues.
- Run Rule: 15 runs difference after 4 innings or 10 runs after 5 innings will end the game.
- **(10u Only)** – The ½ inning will end automatically when 5 runs are scored or 10 batters have hit. Coach must notify umpire when the 10th batter is at the plate. In either instance, the last player to bat will be considered the 3rd out.
- No Infield Fly rule
- Courtesy Runner: 1 per inning, can be anybody on the roster. If the courtesy runner comes up in the batting order while they are on base, it is an out.
- Sliding – Runners do not need to slide but must avoid collisions or will be called out.
- NO stealing – Runners may not leave the base until the ball is hit.
- NO bat throwing – players will be given one warning and will be called out for subsequent throws.

PITCHING & FIELDING RULES

- Pitcher must have one foot on the pitching plate when releasing the ball.
- Arc Requirement:
 - 10u - none.
 - 12u - 3 feet from point of release, or the pitch will be declared illegal and a ball awarded to the batter.
- Minimum Playing Requirements: All players must play at least 2 innings in the field.

CONDUCT POLICY & EJECTIONS

- Conduct policy is in effect for all players, coaches, and spectators.
- Warnings: 1st offense - verbal, 2nd offense - out assessed to team, 3rd offense – ejection
- Ejected persons must leave the building immediately and will serve an 8-day suspension. This includes all games in any Saint Paul league.
- Intentional physical contact towards another player or umpire will result in ejection from the **rest of the season from all Saint Paul leagues** and possible criminal charges.
- There will be no arguing with officials. Only coaches will be allowed to ask rule interpretations. Please remember that officials are human as well and there is a nationwide shortage of certified officials. If you are interested in being paid to officiate, please contact our office.

PLAYOFFS/AWARDS

- 10u – no playoffs.
- 12u – single-elimination playoff tournament. Team plaque and individual medals awards to 1st and 2nd place teams.
- Any team may choose to enter the USSSA MN State tournament at their own expense. Please call Municipal Athletics at 651-558-2255 for more information.

THANK YOU

The City of Saint Paul would like to thank you for your team's cooperation this season.
Recreational leagues promote the many benefits of parks and recreation in our community.
If you have questions or comments, please contact Municipal Athletics

Municipal Athletics 1500 Rice Street, Saint Paul MN 55117 651-558-2255 muni@ci.stpaul.mn.us

Important Websites: www.stpaul.gov/athletics www.teamsideline.com/stpaul
www.facebook.com/SaintPaulMunicipalAthletics

