

U13C Rules Softball BC 2026

Base Path Distance – 55 Feet

Pitching Distance – 38 Feet

Ball – 11-inch hard core ball

Helmet – All batters and base runners must wear helmets with straps done up from dugout to dugout.

Defensive Face Mask – Mandatory for all defensive pitchers

Players – Must start with 9 but may play with 8 due to injury.

-When playing with less than the maximum number of players, there are no automatic outs.

-A player that leaves the game for any reason may not re enter the game.

-Note: leaving the game means that if the player is not available to bat in the batting Order that was submitted at the start of the game, they will not be eligible to rejoin the game.

-If a player arrives late, they may be added to the bottom of the order.

(During league games you may start with less than the maximum, you can borrow a fielder from the opposing team) the idea is to try and get all league games in)

Substitutions – Unlimited defensive substitutions.

Replacement Runner – A coach may use a courtesy runner for the catcher or pitcher of record to prepare for the next inning when there are 2 outs.

Playing Time – No player is to sit more than 1 consecutive inning.

Regulation Game – No new inning after 1:30 minutes from the scheduled start time.

Run Ahead Rule – If any team is ahead by 10 runs after 4 innings or 7 runs after 5 complete innings, the game will be called. (League play only, the game can continue after the loss if the losing team wishes to keep playing until time has been reached.)

Run limit per inning – 5 run maximum per half inning and open after the 5th inning.

Pitching – Player pitch, normal count. After 3 strikes batter is out, after 4 balls, batter walks.

Pitching limitations – A pitcher is allowed to pitch a maximum of 4 innings. One pitch equals 1

inning. Pitching limitation rule is suspended in extra innings or international rule.

Walks – Walks are allowed, there is no intentional walks.

Number of Batters – All players bat, all eligible players will appear in the batting order, whether they are in the field defensively or not.

Bunting – Bunting is permitted

Sliding - Sliding is allowed

Third Strike Rule –dropped 3rd strike rule is not in effect.

Infield Fly Rule – Infield fly rule is not in effect.

Stealing – Base runners may steal on any legally pitched ball when it has left the pitchers hand.
A player can advance 2 bases on a steal attempt.

Lead Offs – Runners may leave the base when the ball has left the pitchers hand. Runner will called out for leaving early.

Wild Throw – Runners may advance one base on a wild throw and do so at the risk of being thrown/tagged out. Runner may try to advance one base per wild throw if consecutive wild throws are made in the same play to a maximum of two.

Dead Ball – Ball in Play – First base is awarded for being hit by a pitch from a player-pitcher.

Scores and standing can be kept.