



Foothills Athletic Association 2025

13U Kid Pitch Softball Rules

1. A full game consists of 6 innings. Each game will have a 75-minute time limit. No new inning will begin with 5 minutes or less left in the time limit. If the game ends in a tie, it will be recorded as such. Only exception is in a tournament game. In tournament play, the game will be played until there is a winner.
(3 games will constitute a complete game in the event of inclement weather or lightning)
2. Run Rule- 5 runs per inning for the first 45 minutes. If a new inning begins in the 5 runs/45-minute period, it must be completed before going into unlimited run innings.
3. Run rule is as follows: 12 runs after 3 innings, 10 runs after 4 innings.
4. Teams must have 8 players physically on the field to start a game. If a team only has 8 players then the 9th spot in the batting order will be an out each time it comes up. The team will forfeit if they only have 7 or less players by game time. In the event of a forfeit a time limit of 1 hour will be established if both teams agree to play.
5. If a player is running late, they can be placed on a sub line in the books with no penalty. When the player enters, they must immediately go into the defensive field, and will be substituted in at the bottom of the lineup.
6. Teams will play with 9 defenders in the field.
7. Batting order will be continuous, meaning no matter who is in defensively, the batting order must be followed.
8. No player can sit on the bench for two consecutive defensive innings.
9. A courtesy runner is mandatory with 2 outs in the inning. The runner must be the player who recorded the last out. This applies to catchers only.
10. The pitcher must wind mill the pitch for it to be considered legal.

11. Pitching Rule: No batter will be walked throughout the game. If a pitcher throws four (4) balls, the coach of the team that is batting will come in and assume the strike count. The coach only has the strikes remaining as pitches to the batter. The number of pitches allowed are as follows: 0 strikes – 3 pitches / 1 strike – 2 pitches / 2 strikes – 1 pitch
12. Coaches pitching must use some form of windmill motion and pitch from the mound.
13. A pitcher that is removed from the game cannot return to the mound in the same game.
14. The 3rd strike must be caught by the catcher, if the coach is not pitching. If it is not caught, then the ball is live and the batter can advance.
15. Leads are not allowed at any time. A runner that leaves the base before the ball reaches the plate will be called out, and the play will result in a dead ball.
16. A base runner can steal as many bases as they want, including home, when the coach is not pitching. Base runners may not steal or advance on passed balls when a coach is pitching.
17. If a player is injured and cannot return to the game, they will be skipped in the batting order with no penalty. If a player leaves for any reason, other than an injury, they will be called out at the next at bat only.
18. A coach or spectator who is thrown out of game will be suspended for the next 2 scheduled games, and that includes spectating. Each department is responsible for letting the other departments know via text or email. If a coach is thrown out for a 2nd time in a season that coach will be suspended for the season. If a coach physically or verbally assaults an umpire or other staff member they will be relieved of their coaching duties for the remainder of the season.
19. All other rules are governed by NC Tarheel rules and NCHSSA rules.

Pitching Distance: 40' Base Distance: 60'

Bat Stamp: Official Softball/Youth Softball Ball Size: 12"