

Thursday Morning 60+ Softball Rules 2026

Updated 6-14-2026

1. Game Length and Time Limits

Games are 7 innings. For early games, no inning may begin after:

- **10:30 AM** for the **9:00 AM** game
- **12:15 PM** for the **10:45 AM** game when followed by a **12:30 PM** game

This time limit also applies to extra innings. It is critical that 9:00 AM games begin on time to avoid delaying later games. There is **no time limit** for the final game of the day.

2. Run Limits and Extra Inning Rules

- A maximum of 5 runs may be scored per inning through the 6th inning.
- The **7th inning is unlimited**.
- Tie games may go **one extra inning**, time permitting.
 - The batter with the last recorded at-bat **starts on second base**.
 - The visiting team may score up to **5 runs**.
 - The home team may **match or beat** the visitor's run total (up to 5) before recording three outs.
 - The game can end in a tie.

3. Flip-Flop Rule for Large Deficits

If the visiting team is ahead by **10 or more runs** at the start of the 7th inning:

- The home team bats first in the 7th inning with cleared bases.
- If the home team ties or takes the lead, the visiting team then gets its turn to bat.

4. Batting Order and Player Participation

- All players bat in the order.
- Injured or departing players are skipped without penalty.
- Ejected players result in an automatic out when their spot comes up.
- Managers must ensure **each player plays at least 3 innings** in the field.
- Any player that will be designated as hitter-only or fielder-only for health or safety reasons must be agreed upon by the managers of both teams.

5. Batting Count and Foul Ball Rule

- Each batter starts with a **0-0 count**.
- A foul ball with two strikes results in an out.

6. Unlimited Walks Rule

- There is no limit to the number of walks that can occur in an inning.

7. Courtesy Runner Guidelines

- There is no limit to the number of courtesy runners used.
- Each courtesy runner can only run once in an inning.
- If a courtesy runner is on base when due to bat:
 - The runner is called out.
 - They must bat if fewer than 3 outs remain, and an out is recorded.

8. Outfield Throws to First Base

- Runners can be thrown out at **any base** from the outfield.

9. Substitute Player Policy and Process

- When a team has **fewer than 11 players**, team managers will:
 - Find available players that match the skill level of the missing player based on their grouping in the draft order.
 - Notify the commissioner of the substitution.
 - Give priority to players on a bye week
- Substitutes must:
 - Be assigned before the game
 - Bat at the bottom of the lineup
 - Play at least 3 innings in the field
- If a regular player arrives late:
 - They must sit out 3 innings to accommodate the substitute
 - The substitute may continue as DH, but not play the field
- A pitcher may be assigned if no one is available.
- Unauthorized subs will **result in forfeiture**.

10. Game Result Reporting and Standings

- Standings will be tracked.
- **Winning coaches must report the score** via the Managers Text Message Group immediately after the game.

11. Dugout Assignments

- Home team takes the 1st base dugout
- Visiting team takes the 3rd base dugout

12. Prohibition on Senior Bats

- **Senior bats are not allowed** under any circumstances.

