



NU Intramural Sports

Quickball Rules

GENERAL RULES

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. **Personal Unsportsmanlike Penalties** will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports.

TIMED 4-ON-4 SKILLS COMPETITION

USA QUICKBALL'S HIGH-ENERGY DIAMOND DERBY

GENERAL GAME RULES AND SCORING:

1. Teams can score on offense *and* defense...Teams can score in one of two ways: 1) by hitting more homeruns or 2) by fielding batted balls cleanly.
2. There is no base running.
3. There will be 30 balls used for each game.
4. Each team gets (two) 1-minute hitting rounds.
5. The team with the best score wins.
6. In the field, fielders can play anywhere behind the outfield line. Each grounder or fly ball fielded cleanly behind the outfield line is worth one run (bobbles are allowed but drops are not). Balls that roll into or hit the fence are dead. Balls that hit the rafters and fall into fair play are in play. All foul balls are out of play.

BATTING PRACTICE ROUND:

Batter 1 - With two teammates playing in the outfield and one teammate throwing batting practice from the mound, the lead off batter hits for 30 seconds. Each home run *is worth two runs*.

Batter 2 - At the 30-second mark, the timer yells "time," the clock stops and Batter 2 gets ready to hit. Batter 1 takes the mound. The timer then yells "go" and Batter 2 hits for 30 seconds. Each home run is worth two runs.

SOFT-TOSS ROUND:

Batter 3 - Once the players are in place, the timer again yells "go" and Batter 3 bats with a teammate providing soft-toss pitches. Batter 3 hits for 30 seconds. Each home run is worth two runs.

Batter 4 - At the 30-second mark, the timer yells, "time," and Batter 4 gets ready to hit. Batter 3 gets ready to toss. The timer yells "go" and Batter 4 hits for 30 seconds. Each home run is worth two runs.

Grand Slam Bonus Ball - After Batter 4 hits, the clock is stopped and all four players get one Grand Slam bonus ball each. Teams can choose to pitch or use soft-toss, but there is only one bonus ball per batter. A bonus ball home run is worth **four runs**. Fielders cannot score on a bonus ball.

TIE BREAKER:

If there is a tie score after both teams bat, subsequent rounds are held until the tie is broken.

OFFICIATING:

There will be three officials assigned to each game: 1 defensive scorekeeper, 1 offensive scorekeeper and 1 timekeeper.

PLAYERS:

All NU students with valid NU-IDs can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook. All participants must present a valid NU ID. All teams are required to have players check in with supervisor prior to scheduled game time to avoid a forfeit fine.

INDIVIDUAL PARTICIPANT CONTEST RULES:

1. Each participant will receive 1 minute to achieve as many home runs as possible.
2. The pitch does not have to be a legal pitch. It may bounce, reach a height of less than 1 foot, or attain a height of more than 12 feet and still be legal. The ball may be pitched overhand or underhand.
3. Pitchers will be allowed 5 warm up pitches. A batter may choose any pitcher to deliver the pitches. A batter may not change pitchers after the choice has been made. A batter will be allowed a total of 5 warm-up swings.
4. Participants must use the wiffleballs and wifflebats provided by Campus Recreation.

General Participant Play

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.