



NU Intramural Sports

Softball 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. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 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. Supervisors also have the authority to end a game.
6. Metal spikes are prohibited on any turf surface. Food, gum, and sunflowers are prohibited at the Carter Fields.

THE GAME AND FIELD:

1. **Open Teams:** A team consists of ten players- a minimum of seven players is required to start and continue the game.
Co-Rec Teams: A team consists of ten players, with at least three male and three female players. A minimum of seven players is required to start and continue the game.
2. **Game Length:** All games will be limited to seven innings. **No new innings start after 50 minutes.** If a game is still in progress at an hour-and-five-minutes after game time, the game is ended and the score at the point of termination will stand as final.
3. **Mercy Rule:** There will be a 15-run mercy rule after three complete innings and a 10-run mercy rule after four complete innings.
4. **Weather Disruptions:** A game may be cancelled by inclement weather conditions at any point. If a game is cancelled after four completed innings, the game is official and the score at the end of the last completed inning will be final. (Note: A game cancelled in the bottom of the fourth inning with the home team winning is also an official game, with the score at the point of interruption being final.)
4. All games will be played at the Carter Fields.
5. Unless modified herein, play is governed by ASA/USA Softball slow-pitch rules. A modified ball will be used to accommodate the field dimensions.

RULES OF THE GAME

1. A batter begins an at-bat with a count of one ball and one strike.
2. The batter is out if they hit a foul ball with two strikes.

3. Chopping and bunting are illegal - the batter must take a full swing. PENALTY: Batter is out, runners may not advance.
4. A pitch must be delivered with an arc (distance from the ground) between 6 feet and 12 feet. PENALTY: Illegal pitch.
Note: The batter may choose to swing at an illegal pitch. If they do so, the illegal pitch is disregarded and the ball is live.
5. A runner who leaves the base before the pitch is hit is out and the ball is declared dead. There is no leading off or stealing allowed.
6. There will be no sliding into any base. Anyone who slides will be called out automatically.
7. All bases displaced from their original spot are still considered to be on the spot. If a runner was safe and the base slides away, the runner cannot be tagged out. If a runner approaches a base that has been moved due to a previous play, that runner does not need to go out of their way to find the base. Runners only need to go into the area where the base would have been. This is a judgment call and cannot be appealed.
8. A batter who recklessly swings or throws their bat, endangering the safety of any player, spectator, or umpire, will be ejected.
9. Defensive teams may generally align themselves anyway they would like, with the following restrictions:
 - There must be a catcher and a pitcher.
 - There may be no more than six defenders in the infield at any given time, including the battery (pitcher & catcher).
10. All players are eligible to hit. Players do not have to play in the field to hit. Once a player leaves the batting order, he/she cannot re-enter the game.

PLAYING EQUIPMENT:

1. The intramural program will supply the softballs, bases and pitching mat, batter's helmets, and catchers' masks.
2. Players are required to supply their own gloves.
3. The intramural program will supply a number of bats for use during play. Players may provide their own bat, however, it must bear an ASA 2013 certification mark, or an ASA 2000/2004 mark provided it is listed as an approved bat on the USA Softball website. All bats used shall be designed for the game of softball and be free of dents or deformations.
4. Sneakers/tennis shoes must be worn by all players. **NO cleats will be allowed.**

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.