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. The game of softball, played in the Intramural Program, is a modified slow-pitch game. The official Guide and rulebook of the Amateur Softball Association Slow-Pitch will govern play with the following exceptions:

THE GAME AND FIELD:

1. All games will be played at the Fens.

2. Game Length: Each game is scheduled for seven (7) innings. Five (5) full innings, 4 ½ innings if the home team is ahead, constitutes a game whenever rain or weather suspends play. The softball supervisor will decide when the games will be stopped.

3. A team can have ten players. A minimum of seven (7) players is required to field a team, any fewer and the team forfeits the game.

4. Mercy Rule: after five (5) full innings have been played, the mercy rule takes effect! The rule states that the game will end if a team is winning by ten (10) runs or more. If the losing team is the home team, they will receive their bats.

5. Coed Rule: Teams must have a minimum of three (3) females playing during every game.
PLAYER RULES:

1. Players are not allowed to wear cleats.

2. Teams will provide their own pitchers; the pitchers will be made to best suit the batter within three pitches.

3. The pitching rotation will follow the batting order, whenever possible. However, the teams may devise their own pitching rotation depending on their batting order, and they may switch pitchers in the middle of an inning, provided the change does not delay the game or interrupt play.

4. Each batter gets THREE (3) pitches to hit. If the batter fouls the third pitch, takes it, or attempts to clock or catch the pitch, results in an automatic out!

5. Opposing/defensive pitcher plays the defensive position around the pitcher’s mound behind the offensive pitcher. The pitcher who is pitching the ball to their teammates does not field the ball. If this person (pitcher) interferes with the ball in the field of play, the batter will be called out.

6. A batter is out immediately if they bunt. The ball is dead, and the runner may not advance (it is considered a bunt any time a batter holds the bat still over the plate and allows the ball to hit the bat no matter how he/she got into the position). If a batter takes a full swing and contacts the ball, it will not be ruled a bunt or foul ball if it makes it to the pitchers mound, or an equal distance along each baseline. The ball becomes dead after each pitch, and completed play. Thus, pick off attempts by the catcher are not allowed.

PENALTIES

1. NO SLIDING ALLOWED. Penalty: Runner is out. Base runners may over run the bases. Yet, if they make a turn towards the next base they can be tagged out. This rule is also in effect for second and third base as well.

2. NO STEALING ALLOWED. The runner may leave the base after the pitch crosses the plate or is hit. The runner must return to the base as the ball is being returned to the pitcher. If the runner is off the base before a pitch passes the plate, the runner is out and no pitch is declared.

3. OVER THROWS: One base is awarded from the infield, any number of bases can be taken if the ball stays in play. Over throws from the outfield will result in the runner being awarded two bases.

4. A batter is liable to be ejected from the game and an out will be charged to their team if the batter lets the bat slip from their hands more than once or throws their bat intentionally.

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.