



NU Intramural Sports

Wiffleball 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. **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.

THE GAME AND FIELD:

1. **Location:** All games will be played at the Huntington Yard.
2. **Game Length:** Each game is scheduled for seven (7) innings or one hour, whichever comes first. The wiffleball supervisor will decide when games will be stopped for rain or weather, or when time has expired.
3. **Mercy Rule:** If, after 5 complete innings, a team is leading by ten runs, the game will be ended by mercy.
4. **Foul Balls:** Any hit will be considered foul if the ball passes outside of the foul lines before reaching first or third base or if the ball does not reach the pitcher's mound.

PLAYER RULES:

1. **Footwear:** Players must wear athletic shoes that do not have spikes or cleats.
2. **Attire:** Players must wear athletic shorts or pants and an athletic shirt to participate.
3. A team can have 5 players in the field at a time. A minimum of four (4) players must be present to avoid forfeit.
4. **Co-Rec Rule:** Teams must have a minimum of one (1) females playing during every game.

HITTING:

1. Batters have four balls and three strikes to get on base. Strikes are only recorded if the ball hits within the strike zone area. Pitchers can throw at any speed with a maximum arc of 8 ft.
2. A third strike fouled back into the strike zone will be an out.

3. When a batter strikes the ball with their bat they become a runner and attempt to advance to first base. Runners will then run the bases as in baseball. If a team does not have enough players to continue in the proper batting order, the runners will be replaced by "ghost runners."
 - a. All ghost runners and their positions will be recorded by a scorekeeper.
4. Any ball hit over the top of the Northeastern Monster will be considered a Home Run.
5. Any ball hit into the mulch garden or the bushes behind the Northeastern Monster will be considered a ground rule double.

OUTS:

1. There are three outs per inning per team.
2. Outs are made when:
 - a. A fielder catches a fly ball in the air.
 - b. A fielder tags a base runner who is not on a base with a hand holding the ball.
 - c. A fielder tags a base before the runner in a forced out situation.
 - d. The batter strikes out
3. 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. Players may not steal.

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:** On any overthrow that exits the field of play a base runner is allowed to advance, but not guaranteed one and only one (1) base. If the ball remains in the field of play, they may attempt to advance at their own risk.