

SUMMER WIFFLEBALL



FRIDAYS BEGINNING JUNE 17

SHARP PARK FIELD 1

GAMES BETWEEN 6 AND 10 PM

COST: \$150 per team

FOR MORE INFORMATION CONTACT

Joe Hawley – 517-990-6289

Jackson Recreation Department Wiffleball Rules

The League: This league will be one “Open” Division of a maximum of 8 teams. There is no limit or minimum of how many men or women are on a team or on the field at a time. League Play will last 5 weeks, with the top 4 teams playing in the playoffs on the following week.

The Teams: Our league will be comprised of a maximum of 12 teams, with 5 players on the field at a time. There is no limit of how many batters a team can use.

The Game: Each Wiffleball game will be 6 innings, with 3 outs per side.

The Equipment: The Jackson Recreation Department will supply ALL EQUIPMENT needed for league play, including bats, balls, and bases. No outside equipment will be allowed.

The Field: Ella Sharp Park Field 1 will host all Wiffleball games. The dimensions of the field are as follows:

Outfield Wall:	100 feet
Pitcher’s Mound:	40 feet
Pitcher’s Circle:	12 feet in diameter
Base Paths:	40 feet
Fair Play Line:	5 feet
Strike Zone:	24” x 32”

RULES:

Recording an “Out”:

-All force plays will be “pitcher’s hand”. If a fielded ground ball is thrown to a player with two feet in the pitcher’s circle and is caught cleanly before the runner reaches their base, that player shall be deemed “out”. All pitcher’s hand plays will automatically first apply to the lead runner.

-Force plays may also be recorded by tagging the bag before a runner reaches that bag, by tagging the player directly, or by hitting the player with a thrown ball. **The ball must hit the player in the air to be recorded an out.**

-Tag plays shall be recorded by tagging a player directly, or by hitting a player with a thrown ball. **The ball must hit the player in the air to be recorded an out.**

-Double plays: On an out recorded through pitcher’s hand, a player may turn a double play by throwing the ball from the pitcher’s circle to the backstop or strike zone in the air before the runner has reached their base. Double plays will ALWAYS first apply to the lead runner, and then the runner heading to first. (example – bases loaded double play = out at home and out at first, all other runners advance)

Baserunning:

-See rules on recording an out above.

-Players may never steal a base.

-Tagging up: On a caught fly ball a runner may advance after the ball is caught. That player shall be called out if he is hit or tagged with the ball before reaching to the next base. If a player is off the base when a ball is caught, the player will be called out if he/she is tagged or hit with the ball, if the base is tagged before the runner gets back, or by the pitcher's hand rule. EXCEPTION: If a ball is caught by the pitcher in the pitcher's circle, the pitcher will throw the ball to the backstop to record the second out on a player that hasn't tagged up.

-Players may only advance one base on a throw or error. (example: runners on first and third with no outs, if there is a fly ball and the runner on third is attempting to tag and score, the runner on first will only be able to advance to second.)

-Subbing a baserunner: In the rare event that a player is up to bat while still on base (bases loaded, two out), the player that most recently got out will enter the game and all runners will move up one bag to substitute

Run Limits:

-There is a 10 run rule after 5 innings that will be ruled as a "mercy".

-If a team is up by 10 or more runs, they are limited to 6 runs per inning, starting in the 2nd inning. There is no run limit in the first inning.

Pitching/Batting:

-The strike zone will be elevated 12" off the ground, being 32" x 24". If a pitched ball hits any part of the strike zone (including piping), except for the supports, it will be deemed a strike. Batters will face a 3 ball/2 strike count. A member of the batting team will throw balls in to the pitcher after each pitch. Pitchers must work quickly.

ALL RULES WILL BE ENFORCED BY PLAYERS. Any discrepancies will be settled by the league official at the field.

NO CLEATS

NO ALCOHOL

NO PROFANITY

JACKSON RECREATION DEPARTMENT 2016 WIFFLEBALL LEAGUE ROSTER

Team Name _____ Team Manager _____ E-Mail _____

Manager's Address _____ ZIP _____ Phone _____

	Players Name	Signature	Address	Phone
1				
2				
3				
4				
5				
6				
7				
8				
9				

I agree to play for the team named above for the 2016 Wiffleball Season. I will abide by the Rules and Regulations of the Jackson Recreation Department. By signing this document, I agree to release the Jackson Recreation Department, the City of Jackson and Sponsor(s) of this team from all liabilities, from any and all injuries sustained by me while playing, practicing, or traveling with the above-mentioned team during the season.