

Game 7 Baseball

World Series – Skills Competition Rules

Flying Spikes: Players will start with one foot on home plate. Time will start when player leaves home plate. Player will circle the bases: to first, to second, to third and back to home. Time will stop when player touches home plate. Players will run the bases once. Fastest time wins! Sorry, but if you miss a base, you will be disqualified.

Round the Horn: (6 players) Pitcher, Catcher, 1st Base, 2nd Base, Shortstop, 3rd Base. Pitcher starts with the ball. Pitcher throws to the catcher, time starts when it hits the catcher's mitt. Catcher throws to third base. Third baseman must receive the ball, touch third base and throw to the Second baseman, who must receive the ball in the designated chalked circle. Second baseman throws to the Shortstop, who must receive the ball in the designated chalked circle. Shortstop throws to the First baseman who must receive the ball, touch first base, then throw home to the Catcher. Time stops when the ball hits the catcher's mitt while standing on home plate.

Home Run Derby: Players will hit off a pitching machine. Umpire will feed machine. Each player will get **10 pitches**. Just to clarify, not 10 swings, players will receive 10 pitches. Swing at every pitch! Players must wear a helmet. Player who hits the most home runs will be the Champ!! In the case of a tie, there will be a 3 pitch swing off to determine a winner. If no one hits a home run in the swing off, the player whose ball travels the furthest in the swing off will be the Champ!

HAVE FUN!!