



## SKILLS COMPETITION

### RULES AND INSTRUCTIONS

- All teams are invited to participate.
- Intention is for a team competition, so coaches should include as many different players and use all team members if possible. **Although a “competition”, it’s strictly for FUN!**
- Coaches must complete and turn in the Skills Competition Entry Form at Check-In.
- At Check-In, let the Director know when your team will do the Skills Competition. Your team may choose before or after your games on Thursday or Friday. GAME 7 will have a designated field for the Skills Competition. Results will be posted on Facebook Saturday.

### Skills Competitions

- 1) HOME-TO-HOME SPEED RELAY:** This competition requires four players per team. Fastest team wins the event. One runner will start the relay, running from home plate to 1<sup>st</sup>, while the other 3 runners are standing on each bag waiting to get the baton to carry it to the next bag. When the runner on 3<sup>rd</sup> steps on home plate the time will stop and that will be that team’s time. Each team will be give two attempts. Fastest team wins the event.
- 2) AROUND-THE-HORN:** Six players- pitcher, catcher, 1<sup>st</sup>, 2<sup>nd</sup>, shortstop and 3<sup>rd</sup>. Time starts with pitcher throwing from mound (must start with one foot on pitch rubber) to catcher, and catcher then starts around-the-horn throwing to 3<sup>rd</sup>; 3<sup>rd</sup> to 2<sup>nd</sup>; 2<sup>nd</sup> to SS; SS to 1<sup>st</sup> and 1<sup>st</sup> to catcher. Time stops when catcher receives ball from 1<sup>st</sup>. Each team will be give two attempts. Fastest team wins the event.
- 3) HOME RUN DERBY:** Two players per team. Each batter gets ten (10) pitches or eight (8) swings, whichever comes first. Ball must be hit over fence to count as a home run. Baseballs will be provided. Coaches will need to pitch to their kids while the two assistants will be asked to help shag the balls in the outfield. The player with the most home runs wins the event.