

## SKILLS COMPETITION

- Each player can only participate in two of the three events

### EVENT #1 – AROUND THE HORN

Maximum number of participants per team – 2 teams of 4

- This will be a timed event
- There will be 1 player located at each of the 4 bases
- The game begins once the catcher begins his motion to throw the baseball to third base.
- The players will throw the ball from Home Plate to 3<sup>rd</sup> base to 2<sup>nd</sup> base to 1<sup>st</sup> base to Home Plate and then reverse the horn by throwing back to 1<sup>st</sup> base to 2<sup>nd</sup> base to 3<sup>rd</sup> base to Home Plate.
- Each base will have a make shift circle that the player must be in when he/she is throwing the ball to the next base.
- If a ball is overthrown that attempt is finished
- The game ends once the catcher has received the ball from the 3<sup>rd</sup> base area at Home Plate.

#### Round 1

- Each team will have 2 attempts at scoring their quickest time for this round.
- The top 2 teams from this round will advance to the final round.

#### Final Round

- The order in which each team goes will be decided by the finalist.
- Each team will once again have 2 attempts at scoring their quickest time for this round.
- The top team after this round will be our champion for this event.

### EVENT #2 – INSIDE THE PARK SPEED COMPETITION

Number of maximum participants in this event – 2

- This is a timed event
- There will be one player that starts at Home Plate
- The timer will start when the player begins his motion to go towards 1<sup>st</sup> base.
- The player must go from Home Plate to 1<sup>st</sup> base to 2<sup>nd</sup> base to 3<sup>rd</sup> base to Home Plate.
- The player must touch each of the bases and the clock will end once the player has come back around to Home Plate.
- There will be a judge at each base to make sure that the player touches the base. If the player misses the base then he/she must make sure to go back and touch that base.

Round 1

- Each player will have 1 attempt at scoring their quickest time for this round.
- The top 3 runners from this round will advance to the final round.

Final Round

- The order in which each runner will be decide by the finalist.
- Each runner will get 1 attempt scoring their quickest time for this round.
- The top runner after this round will be our champion for this event.

### EVENT #3 – HOME RUN DERBY

Maximum number of participants per team – 2

- Each player must provide their own (ADULT) pitcher for the home run derby.

- An out is classified as a swing in which the hitter does not hit a baseball over the outfield fence.
- The round ends once the batter has made his/her last out by not hitting it over the fence.

#### Round 1

- Each batter will be allowed 5 outs.
- In case of a tie the hitter that hit his homerun at the earliest part of his round will move on to the next round.
- The top 3 hitters from this round will advance to the final round.

#### Final Round

- The order will be decided by the finalist.
- Each batter will once again be given 5 outs to hit as many homeruns as possible.
- The top batter after this round will be our champion for this event.

## SKILLS COMPETITION

Team Name: \_\_\_\_\_

Competition #1: Around the Horn (Player Name)

1. \_\_\_\_\_

2. \_\_\_\_\_

Competition #2: Inside the Park (Player Name)

Team 1

\_\_\_\_\_  
\_\_\_\_\_

Team 2

\_\_\_\_\_  
\_\_\_\_\_

Competition #3: Homerun Derby (Player Name)

1. \_\_\_\_\_

2. \_\_\_\_\_