

SKILLS CHALLENGE RULES

The following rules will be used for the Team Skills Challenge. There will be a Triple Crown Field Judge on each field. Any rule challenge will be ruled on immediately by the field judge. **Field Judge decisions are final.**

Final Scoring - Sum of all scores

Tiebreakers

1. Highest individual Pitcher's Duel score
2. Highest individual Speed & Accuracy Throw score
3. Highest All IN score
4. Highest Bunting Challenge Score
5. Highest BATon score

Pitcher's Duel - (Two players)

Two Players will compete in a skill that measures pitching speed and accuracy. First throw is for speed, one point for each mile per hour. Then, 30 seconds to make 10 pitches at target (5 points for hitting the opening in the target, 1 point for hitting the target). All balls must be pitched underhand. Final score is the total of both players score.

Scoring - Sum of two player's scores

Speed & Accuracy Throw - (Three players)

Three Players will compete in a skill that measures throwing speed and accuracy. Players will throw from the pitching rubber of their appropriate age division. First throw is for speed, one point for each mile per hour. Then, 30 seconds to make 10 throws at target (5 points for hitting the opening in the target, 1 point for hitting the target). The distance to the target will be adjusted according to your age group. Total of all players will go towards the team total.

Scoring - Sum of three player's scores

Pass the BATon - (Six players)

Six players will test their base running ability in a relay style competition by racing from Home Plate to 2nd base, and 2nd base to Home Plate. Three players will begin at Home Plate and three from 2nd base. The race will be a continual process with home plate runners passing a miniature bat to runners at 2nd base and at home plate. The race will be completed once the final runner crosses home plate with the miniature bat in hand. **A dropped BATon will incur a 5 second penalty.**

Scoring - Final score will be determined by subtracting the time from 60 (Ex. Relay time of 25 sec = score of 35 (60-25=35))

All IN - (9 players and 1 coach)

Nine position players and a coach will participate in a competition that measures a team's ability to hit the cutoff and throw the ball around the infield. Each player must touch the ball by following the designated throwing sequence listed below. The pitcher is the only position player that is not required to touch the ball; however, the pitcher will play a pivotal role in backing up any over-throws encountered during the play. In the event of an overthrow to an infielder, the pitcher is allowed to retrieve the ball and return it to play by throwing it back to designated base. A 5ft circle will be marked at all bases and at the shortstop position. Players **MUST** be in contact with the circle when receiving the throw. Outfielders will have a location marked and **MUST** be in contact with the marker when the ball is hit to her or thrown to her. **A 5 second penalty will be applied if the player is NOT in contact with the marker.**

Outfielders may break to the ball when it is hit or thrown, but not before. Outfielders are allowed to back up other outfielders.

The contest begins with a coach hitting a ball from home plate towards the left fielder. The hit may be a fly ball or a ground ball. Time will start once the player makes contact with the ball. If the player misses the ball, time will start at the point of missed contact. The left fielder then throws the ball to 3rd base, initiating the throwing cycle. A cutoff may be used if an outfielder miss plays the ball. Time will stop when the catcher receives the throw from the first baseman.

Teams will get two attempts to record their lowest time.

Throwing Sequence

Coach Hits the Ball -> Left Fielder -> 3rd Baseman -> Center Fielder -> 2nd Baseman -> Short Stop -> Right Fielder -> 1st Baseman -> Catcher (Home Plate)

Scoring - Final score will be determined by subtracting the lowest time from 60 (Ex. Lowest All IN time of 25 sec = score of 35 (60-25=35))

Bunting Challenge - (Three players)

Three players from each team will get 3 pitches to place the ball in designated areas for points. **Team supplies pitcher. Pitcher must throw from pitching rubber.**

- Fair Bunt inside 10 ft. - 1 Point
- Fair Bunt between 10ft & 16ft - 3 Points
- Fair Bunt inside a special circle (2 ft. circle @13 ft.) between 10ft & 16 ft. - 6 Points
- Fair Bunt between 16ft & 20ft - 1 Point

Scoring - Sum of three player's scores

