

Skills Comp Times 2/24		
Rookie Field	12:00 PM	7/8 AL
Rookie Field	1:30 PM	7/8 NL
9/10 field	3:00 PM	9/10.
11/12 field	4:30 PM	11/12.
Pony field	4:30 PM	13/14

1. Home Run Derby: - Individual

- One player per team / Most home runs or furthest hit ball – 7 Swings – Coach Pitch
- 1 Round – longest ball will count if no home runs hit – Tie breaker will be longest ball

2. Fastest Player: - Individual

- 1 player per team fastest around the bases – Home to Home
- Conduct a sprint race to determine the fastest player.

3. Catcher Pop Time: - Individual

- 2 players – 1 Catcher, 1 Infielder
- Coach to Catcher throw. Time starts when the catcher receives the throw. Time ends when the ball reaches the infielder at 2nd base.
- Measure the time it takes for the catcher to throw the ball to second base to catch a baserunner stealing.

4. Around the Horn: - Team

- 5 infield players
- Catcher throws to 3rd / 3rd to 2nd / 2nd to SS / SS to 1st / 1st to Catcher.
- Time starts when the catcher throws and ends when it hits his glove.

5. Outfielders Relay: - Team

- 7 players / 3 outfielders / 4 infielders / 1 Catcher
- 3 balls on the ground, left, center, right.
- Time starts when the left fielder picks up the ball. Throws to cut infielder near 3rd, then cut throws to home. The center fielder then picks up the next ball and throws to infielder in shallow center then the cut throws to an infielder between 2nd and the mound, then cut throws home. Right field then picks up the next ball and throws to the infielder around 1st base then cut throws home, stopping time when catcher puts ball in bucket.

1 winner per individual activity:

- Home Run Derby
- Fastest Player
- Catcher Pop Time

1 team winner

- 9 points for 1st
- 8 points for 2nd
- 7 points for 3rd
- 6 points for 4th
- 5 points for 5th
- 4 points for 6th
- 3 points for 7th
- 2 points for 8th
- 1 point for 9th

Most points between both team events are the winner.