

# Skills Competition 

July $15^{\text {th }}, 2023$

Each skills event is judged by the combined points of the competitors for each team. Each team MUST include 12 different players in the four different events. Teams with fewer than 12 players on their roster may have player(s) compete in multiple events at the discretion of the administrator.

1. Pitch (2 participants per team)

- Each competitor receives six (6) attempts to hit the designated "Strike Zone".
- The competitor must start from the pitching rubber or chalk line and deliver each ball to the "Strike Zone" target. Treat the rubber/chalk line just as you would a pitching rubber in a real game.
- Each attempt hitting ANY portion of the "Strike Zone" target is worth 75 points.

2. Hit (2 participants per team)

- Each competitor will be allowed three (3) swings to hit the ball of a tee into the three (3) marked zones; left, middle, right.
- A hit into each zone is worth 75 points. A competitor may only score at a single zone once (i.e. two (2) hits into the left zone $=75$ not 150 points).
- A swing and a miss counts as one attempt (one swing = one attempt).
- A running or walking start is not permitted. Participant may take a single stride step but cannot take multiple steps in attempt to hit the ball from a walking or running start.

3. Run (4 participants per team)

- Each team places two runners at second and two runners at home.
- The first runner at home will begin from a standing start and begin running when the administrator yells GO! The next runner will leave second base when tagged by the first runner and so on.
- The team will be timed from the moment the first runner leaves home base up until the time the fourth runner touches home plate. 2 seconds added for each missed base.

4. Around the Horn (4 participants per team)

- Each team will place a competitor at Home, 3rd, 2nd and 1st.
- The team will be timed from the moment the ball is thrown from Home in the order of Home - 3rd - 2nd - 1st - Home.
- Competitors must touch their assigned base before they throw to the next competitor. The time continues running on passed balls.
- Best time of two attempts will be used.

