



## 2025 Skills Competition Rules

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# 2025 Skills Competition – Home Run Derby

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## Rules:

- Each team nominates one player to compete in the HRD, and one coach to pitch.
- Participants will have 1 minute to hit as many homeruns as they can. Clock starts when the Pitcher throws the first pitch.
- Batted ball must be declared "Fair"
- The clock stops at 1 minute...if the batted ball is in the air...it counts

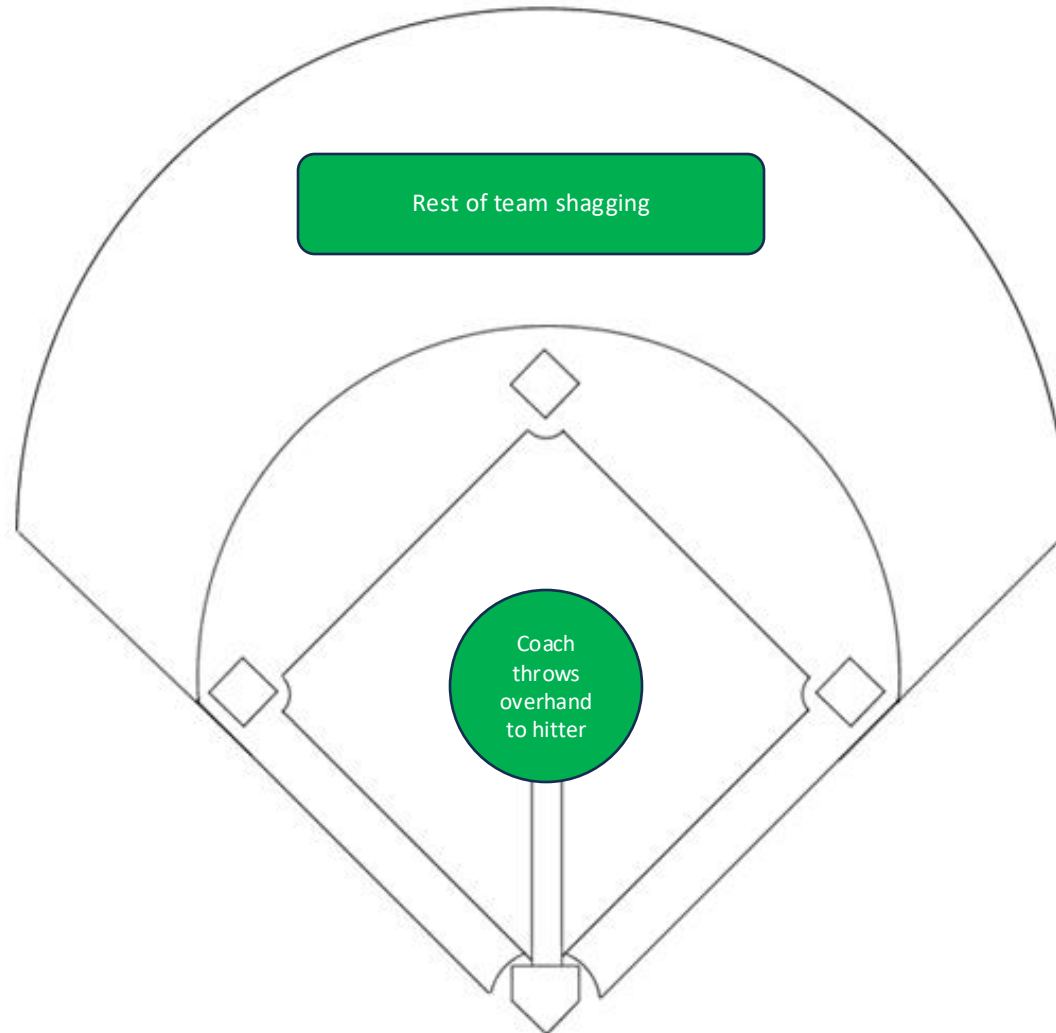
## Mandatory Safety Measures:

- Batter must be wearing a helmet.
- Only the team members from the hitter are allowed in the outfield to shag balls.
- PLEASE allow pop-ups to drop as the next ball is being hit.
- ALL other teams must be COMPLETELY off the field of play.
- Parents in the stands...HEAD's UP!



# 2025 Skills Competition – Home Run Derby

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# 2025 Skills Competition – Team Relay

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## Rules:

- 10 players from each team will participate in this event in the positions pictured on the next page.
- 3 coaches/umpires will start each line by throwing the ball off the fence.
- Left field coach throws ball against fence...Left fielder picks up the ball, CLOCK STARTS
- Once the ball reaches the catcher and the catcher buckets the ball, announcer yells “BUCKET”, next coach throws ball off the fence.
- Clock stops when the catcher throws the ball in the bucket on the third time- (last relay)
- Every player MUST catch and throw the ball to the next player.
- If the chain is broken, the ball can be retrieved by any player, the ball must return to where the chain was broken to restart.
- All three relays will be one continuously timed event.

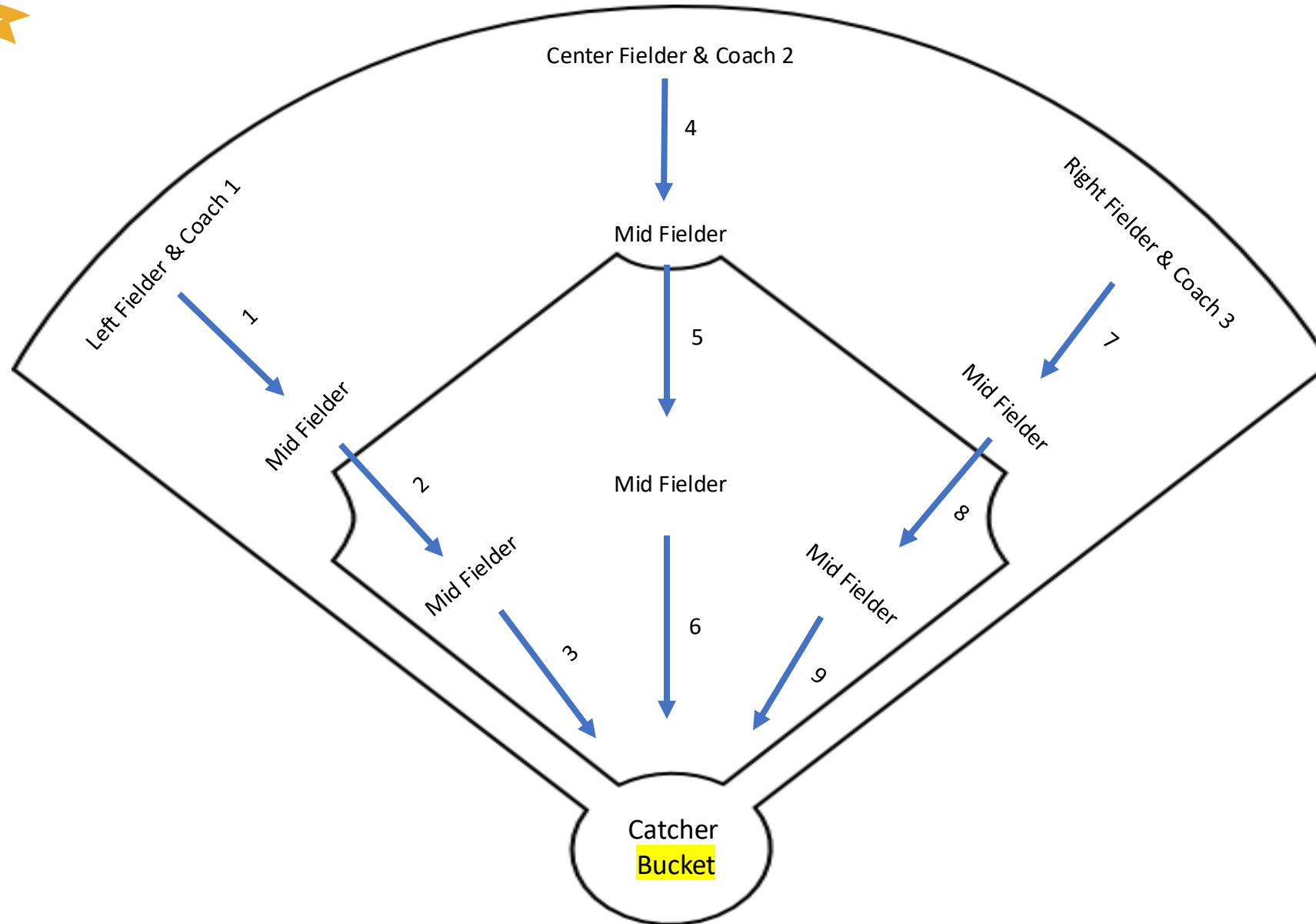
Coach 1 starts Chain

Coach 2 throws ball when catcher buckets the first ball

Coach 3 throws ball when catcher buckets the second ball



# 2025 Skills Competition – Team Relay





# 2025 Skills Competition – Turn Two

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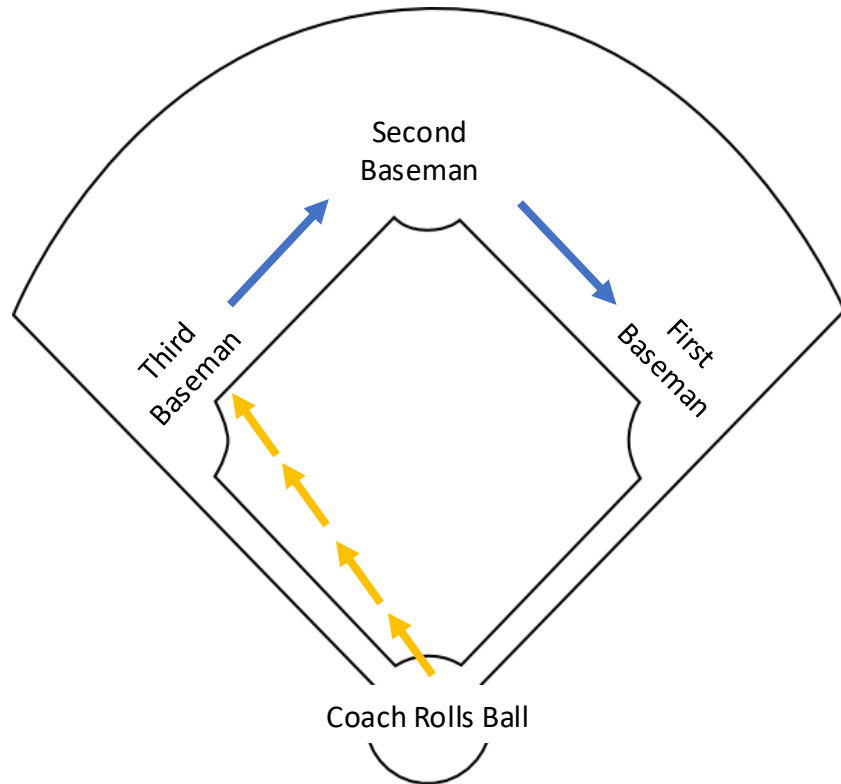
## Rules

- Each team will have a player in the following positions: (1B, 2B, SS and 3B).
- The winning team will have the fastest CUMULATIVE time from the three double plays.
- The clock starts when the third baseman touches the ball.
- The Coach will throw a ground ball to the 3rd baseman from home plate.
- The 3rd baseman fields the ground ball and then throws to 2nd base, the 2nd baseman (with their foot on the bag) throws to 1st base. The 1B will place record the out (foot on the base + ball in glove)
- The coach, from home plate, will throw the next ground ball to the SS, then to 2nd, onto 1st base
- The coach, from home plate, will throw the next ground ball to the 2nd baseman, to SS, to 1st base...TIME ENDS!!!
- MISSED GROUND BALL – If a groundball is missed and hits the outfield grass the coach will throw another ball. If ball is bobbled and stays on dirt they must continue with play.
- OVERTHROW - If there is an overthrow, the coach will start over with a new ground ball.
- If overthrow happens at 1B, the 1B retrieves the ball, & record the out
- **WINNING TEAM:**
- The competition will be timed from when the 3rd baseman touches first ground ball to the completion of the final double play.
- A failure to record any one of the “outs” will result in DQ. FEET MUST BE ON THE BAGS!
- The team with the lowest time will be the winner.



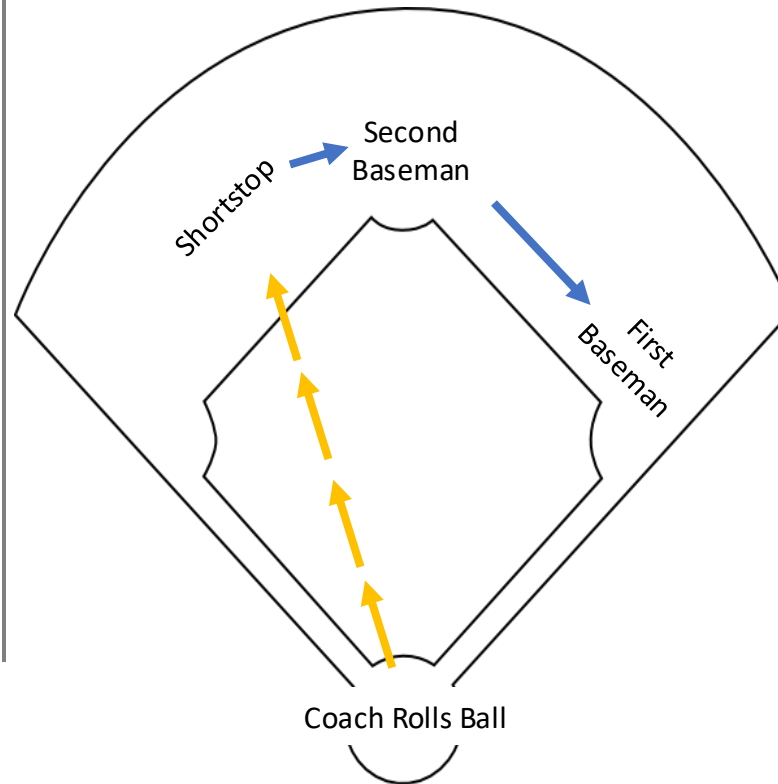
# 2025 Skills Competition – Turn Two

1 (5-4-3)



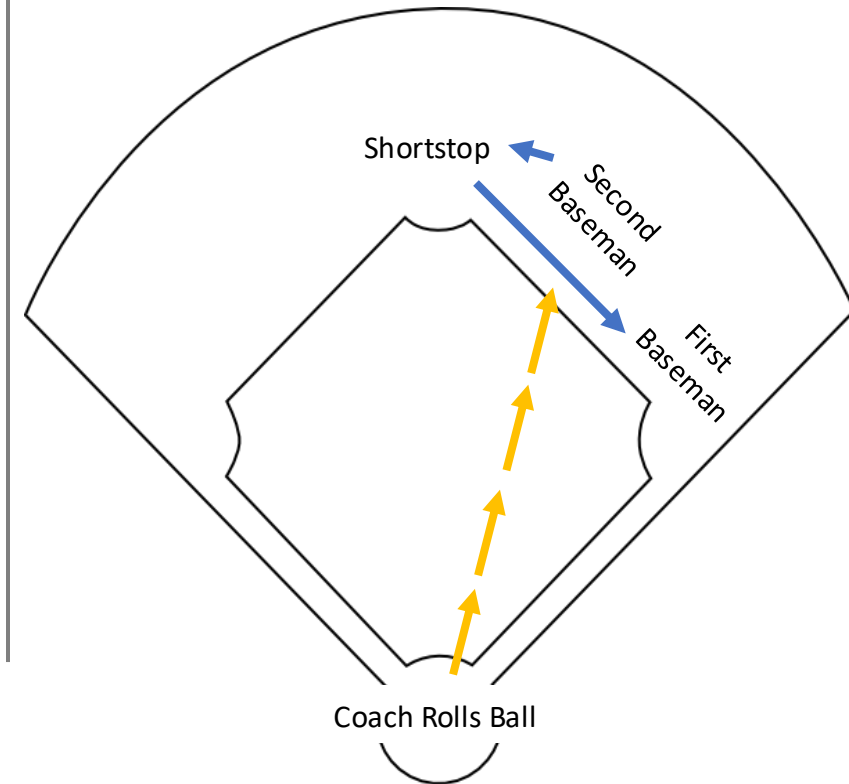
Coach starts  
with ground ball to 3B

2 (6-4-3)



Coach waits for Director's Call  
then rolls the next grounder to SS

3 (4-6-3)



Coach waits for Director's Call  
then rolls the next grounder to 2B



# 2025 Skills Competition – Fastest Player

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## Rules:

Each team nominates one player.

Clock starts when the player starts running. Player is disqualified if they miss a base.

The clock stops when they touches home plate

(No sliding into home)

