

Skills Contest Form

(Please fill this form out by typing in the information)

Every player must participate in at least one event. Teams must provide their pitchers for the Home Run and Bunting contest. Home Run Derby is 10 pitches or 90 seconds, whichever comes first. It is not 10 swings but 10 pitches. Each team that wins an event will receive medallions and the overall team winner will receive a team trophy.

Team: _____ AA AAA Ozone

1. Around The Horn (Accuracy and Speed)

1. Catcher _____ Jersey # _____

2. Third Baseman _____ Jersey # _____

3. Shortstop _____ Jersey # _____

4. Second Baseman _____ Jersey # _____

5. First Baseman _____ Jersey # _____

2. Around The Bases (Speed Skill) Each team will have two teams of two.

1. _____ Jersey # _____ _____ Jersey # _____

2. _____ Jersey # _____ _____ Jersey # _____

3. Catcher's Pop Time _____ Jersey # _____ (NOT AA)

4. Bunting

1. _____ Jersey # _____

2. _____ Jersey # _____

5. Home Run Derby _____ Jersey # _____

1. **Around the Horn** – any 5 players will throw from the positions listed on the sheet. The catcher will start and throw to the third baseman, the third baseman will throw to the second baseman, the second baseman will throw to the shortstop, the shortstop will throw to the first baseman, the first baseman will throw the ball back to the catcher. The time will start once the catcher steps on home to throw the ball to the third baseman and the time will end with the catcher standing on home plate and catching the ball from the first baseman. This will be done twice around the horn without stopping until the catcher receives the ball for the second time from the first baseman. The overall best time will determine the winner of this event. If you throw the ball away the team will be disqualified and only receive one point.
2. **Around the Bases** – each team will have two separate teams of two players each. One player will start at home plate and the other player will start at second base. The player at home plate will have a baseball and when instructed to go he will run to first and go to second without stopping. The ball must be handed to the player on second base and the player cannot leave the base until he has secured the ball. Once the player on second crosses home plate the time will end. Each player must touch their required bases or a five-second penalty will be added to their time. Each team will get two tries and record the best time for the overall team from both teams.
3. **Catcher's Pop Time** – the catcher will be in a squatting position like he is receiving a pitch from the pitcher. Once he catches the ball the time will start and will not stop until the ball reaches second base. Each catcher will get three tries and the best time will be recorded. Each team must provide a player to catch the ball at second base. (Not for AA)
4. **Bunting** – Each team will have two players each that will bunt the ball for points. Each player will receive five pitches or 30 seconds to complete the five bunts. Any pitch fouled off or not attempting to bunt will count in their five pitches. There will be places marked on the field to record your point totals. The overall score from both players will be the team total. The team with the most points will be declared the winner of this event. Each team must provide its pitcher to throw to their batters. There will be a spot on the fields to throw from. It will be the same mark as the coach pitch pitcher.
5. **Home Run Derby** – Each team will have one player to represent their team. That player will receive 10 pitches or 90 seconds whichever comes first. Each team must provide a pitcher to throw to their batter. There are areas in the outfield that will have a point value. The player with the highest point total will be declared the winner of this event. Remember this is 10 pitches, not swings, or 90 seconds. Make sure you have someone who can make good pitches.

Each player in each event will need to warm up off the field if they choose to do so. There will be a lineup for each team so they will know when their team will compete in each event.

Skill Event Point Values

Per Event

First Place – 5 points

Second Place – 4 points

Third Place – 3 points

Each team not placing in the top three of each event will receive one point for that event for the overall team score total.

Bunting Point Values

5-point area

3-point area

1-point area

Home Run Derby Point Values

You will have markers in the outfield with point values. The closest point value will be two points. The points will be awarded based on where the ball hits and not where the ball rolls to.

Two Points – The ball must hit or land in the zone between the first and second markers.

Four Points – The ball must hit or land in the zone between the second and third markers.

Six Points – The ball must hit or land in the zone between the third and fourth markers.

Eight Points - The ball must hit or land in the zone between the fourth marker and the fence.

Twelve Points – Any ball that travels over the fence in fair territory will be awarded the point.

The winners of each event will receive medallions and the overall team with the best score will receive a team trophy.