

2016 Skills/All-Star Day

Saturday, June 4th
(Majors Saturday, May 28th)

Dear Coaches,

Skills Challenge Day is an opportunity for your players to enjoy competing in a series of skills contests that are fun and different from their game experience.

We would like you to select at least two (2) events for each player to compete in (or more, depending on your team size or expected attendance that day)

Players chosen as All-Stars will play in the all star game after completion of the skills challenge events. The All-Star game counts as an event for those players. Players that were not chosen as All-Stars should be given a chance to participate in as many events as fit their skills and abilities and ones that will also enhance their sense of value and team membership.

A – 3 Players per team
AA – 4 Players per team
AAA – 4 Players per team
Majors – 6 Players per team

Awards will be given to All-Star game participants, as well as "Skills" teams that win their particular event.

A - AAA will be conducted at the Consolidated School fields and Majors will be conducted at the High School 50/70 field.

When you arrive, keep your team together (they usually sit in groups in the AA outfield) and locate the commissioner in charge that will direct to the order of events you will participate in. Try to arrive at least 30 minutes prior to start time.

Each player will be given a ticket for a free hot dog and drink, and all players are invited to stay and cheer their teammates on in the all-star game. If you have any questions or concerns contact your league commissioner or see the commissioner in charge on skills day.

Thank you for participating and remember, this day is designed for sheer fun. Keep your sense of humor, keep it positive and keep it light. The commissioners will do what they can to keep events consistent and fair. Please remain patient and cooperate with them in their efforts.

Have a great time!

Skills Day Schedule 2016

Saturday, June 4th

A Division: 10:00am – 12:00pm

A Division All Star Game: 12:30pm - 2:30pm

AA Division: 1:00pm – 2:30pm

AA Division All Star Game: 3:00pm - 5:00pm

AAA Division: 3:30pm – 5:30pm

AAA Division All Star Game: 5:30pm - 7:30pm

**Majors Division: Saturday, May 28th 12:00pm -
2:00pm at High School 50/70 field**

*Majors Division All Star Game: Saturday, May 28th
2:00pm - 4:00pm at 50/70 Field*

SKILLS CHALLENGE – A & AA

Commissioner(s) will have the final decision on all scoring

THROWING ACCURACY

- 4 PERSON TEAM
- 5 THROWS EACH
- TEE ON HOME PLATE & NET BEHIND
- 3 PTS. FOR HITTING BALL OFF TEE – 1 PT. FOR IN NET
- PLAYERS THROW FROM MOUND
- MOST TOTAL POINTS

FOUR CORNERS

- 4 PERSON TEAM
- 1 PLAYER ON EACH BASE – MUST THROW FROM BASE
- THROW AROUND THE HORN 2 TIMES
- ONLY CATCHES IN AIR COUNT (NO BOUNCES)
- TOTAL # CAUGHT

RELAY THROWING

- 5 PERSON TEAM
- PLAYERS LINE UP IN ROW – 15 FT APART (CONES WILL MARK SPOT)
- PLAYERS CATCH, TURN & THROW UP THE LINE – RELAY STYLE
- LAST IN LINE RUNS TO 1ST CONE – ALL SHIFT UP ONE CONE
- CONTINUE RELAY UNTIL ALL ARE BACK IN ORIGINAL POSITION – ALL SIT
- MISSED BALLS MUST BE RETRIEVED & BROUGHT BACK TO CONE TO THROW
- TIMED EVENT – FASTEST TEAM TO HAVE ALL PLAYERS SITTING

FASTEST TIME

- 4 PERSON TEAM
- ALL LINE UP BEHIND HOME PLATE
- EACH PLAYER RUNS AROUND BASES & PASSES BALL TO TEAMMATE
- MUST TOUCH ALL BASES – MISSED BASE, MUST GO BACK
- TIMED EVENT – FASTEST TIME WINS

POP UPS

- 4 PERSON TEAM
- 5 POP UPS PER PLAYER
- PITCHING MACHINE WILL DELIVER POP UP
- TOTAL # CAUGHT

HOME RUN DERBY

- 2 PERSON TEAM
- 5 SWINGS PER PLAYER
- HOME RUN = HIT ON FLY PAST CONES
- COACH PITCH
- MOST HOME RUNS WINS – TIE GOES TO FARTHEST HIT

SKILLS CHALLENGE - AAA & Majors

Commissioner(s) will have the final decision on all scoring

GOLDEN ARM

- 4 PERSON TEAM
- 4 THROWS EACH
- NET BEHIND HOME PLATE
- 5 PTS. IN SQUARE – 3 PTS. FOR IN NET ON FLY – 1 PT FOR 2 OR LESS HOPS
- PLAYERS THROW FROM CENTER FIELD
- MOST TOTAL POINTS (Tiebreaker – 1 person each, 2 throws)

TURN TWO

- 5 PERSON TEAM
- 1 PLAYER EACH POSITION (3B, SS, 2B, 1B,C)
- GROUND BALL TO 3B, TURN TWO, BACK TO CATCHER, CATCHER HANDS BALL TO COACH FOR DP TO SS, THEN TO 2B, THEN TO 1B, THEN BUNT TO CATCHER
- THE DP MUST BE COMPLETED, FOR MISSED BALL BASE STILL NEEDS TO BE TOUCHED
- TIMED EVENT – FASTEST TEAM

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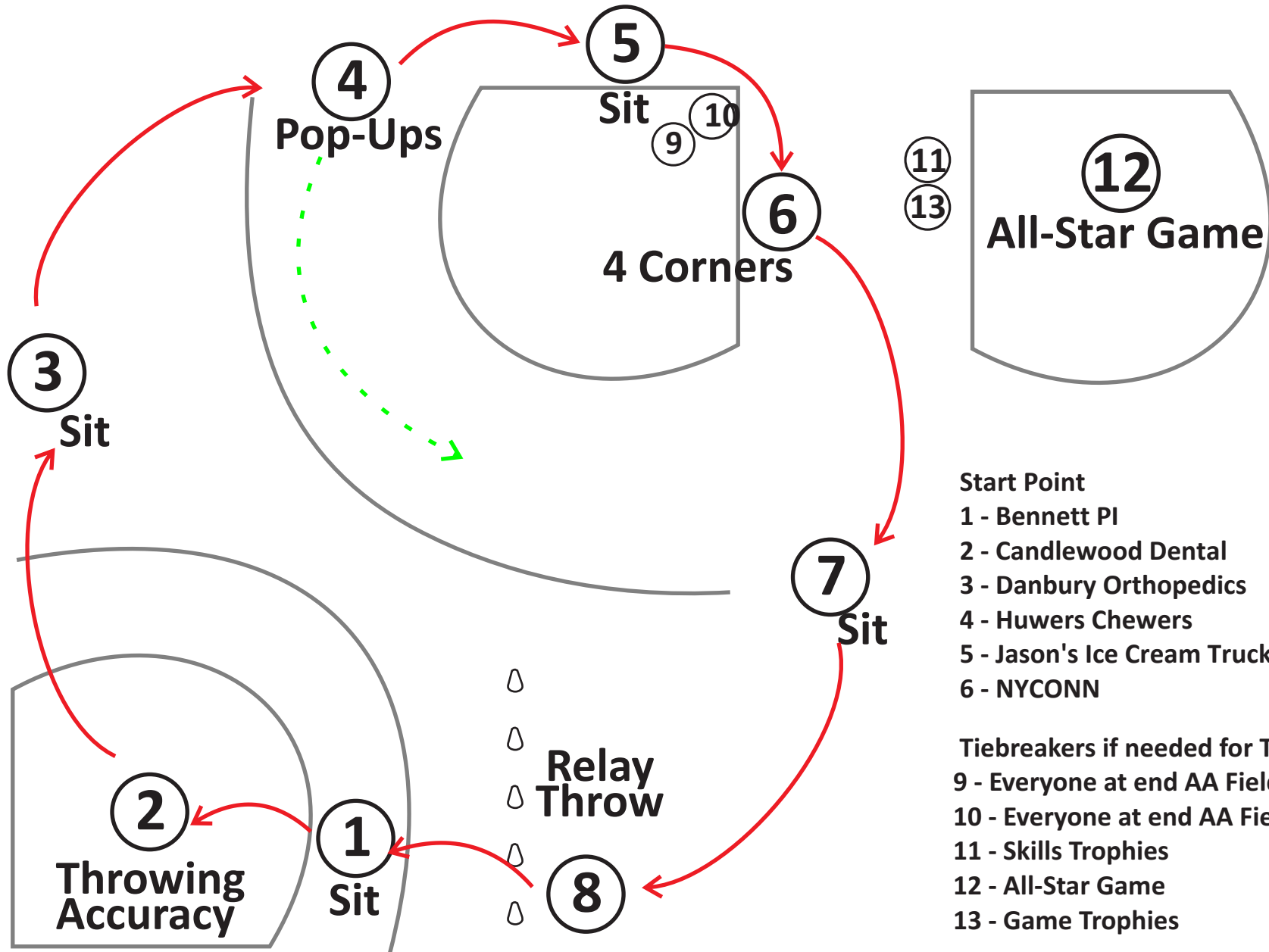
POP UPS

- 4 PERSON TEAM
- 5 POP UPS PER PLAYER
- PITCHING MACHINE WILL DELIVER POP UP
- TOTAL # CAUGHT (Tiebreaker – 1 player each, 1 pop-up at a time)

HOME RUN DERBY

- 2 PERSON TEAM
- 5 SWINGS PER PLAYER
- HOME RUN = HIT ON FLY PAST CONES
- COACH PITCH
- MOST HOME RUNS WINS – TIE GOES TO FARTHEST HIT

A Division



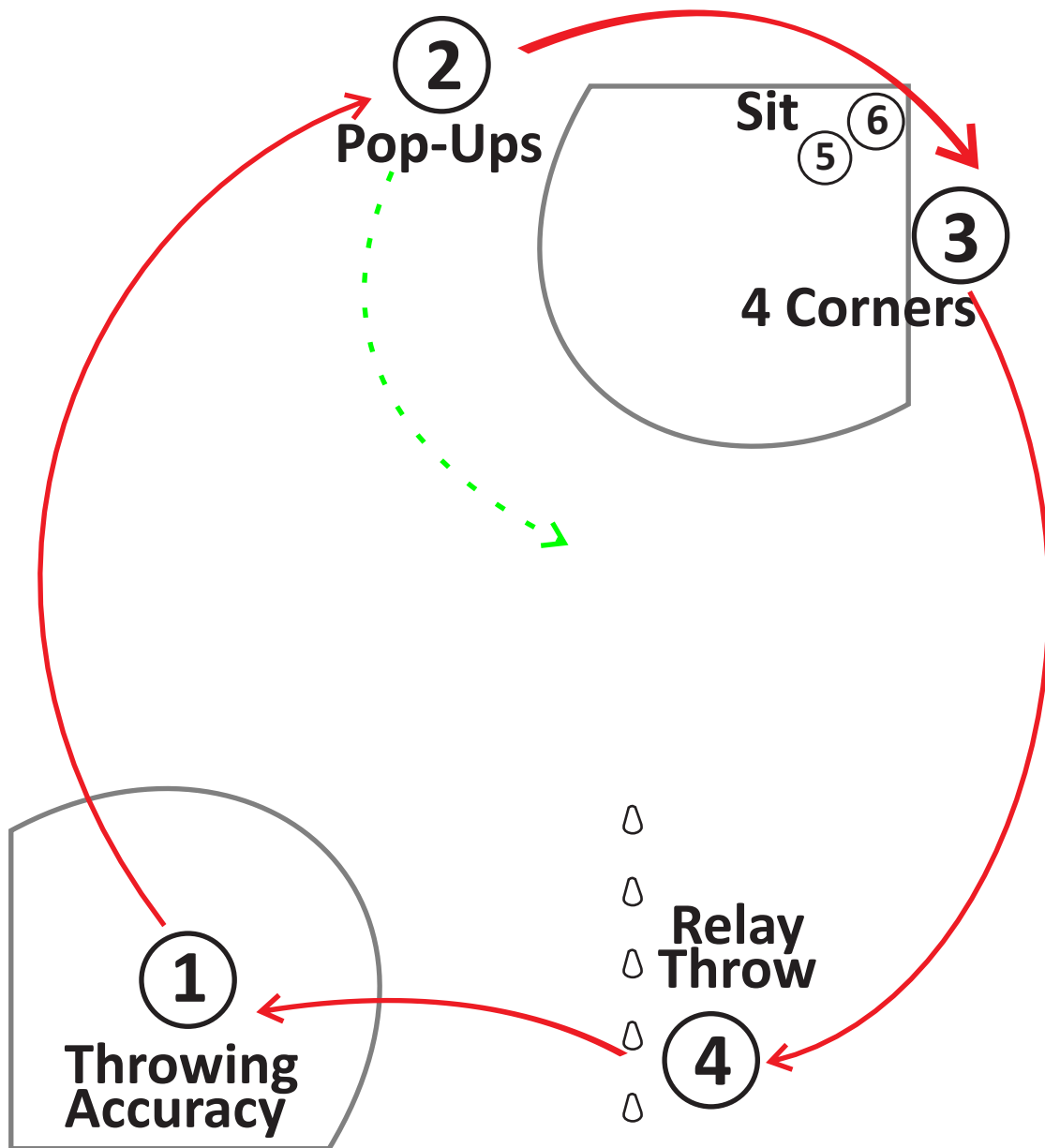
Start Point

- 1 - Bennett PI
- 2 - Candlewood Dental
- 3 - Danbury Orthopedics
- 4 - Huwers Chewers
- 5 - Jason's Ice Cream Truck
- 6 - NYCONN

Tiebreakers if needed for Throw & Pops

- 9 - Everyone at end AA Field Fastest Time
- 10 - Everyone at end AA Field HR Derby
- 11 - Skills Trophies
- 12 - All-Star Game
- 13 - Game Trophies

AA Division

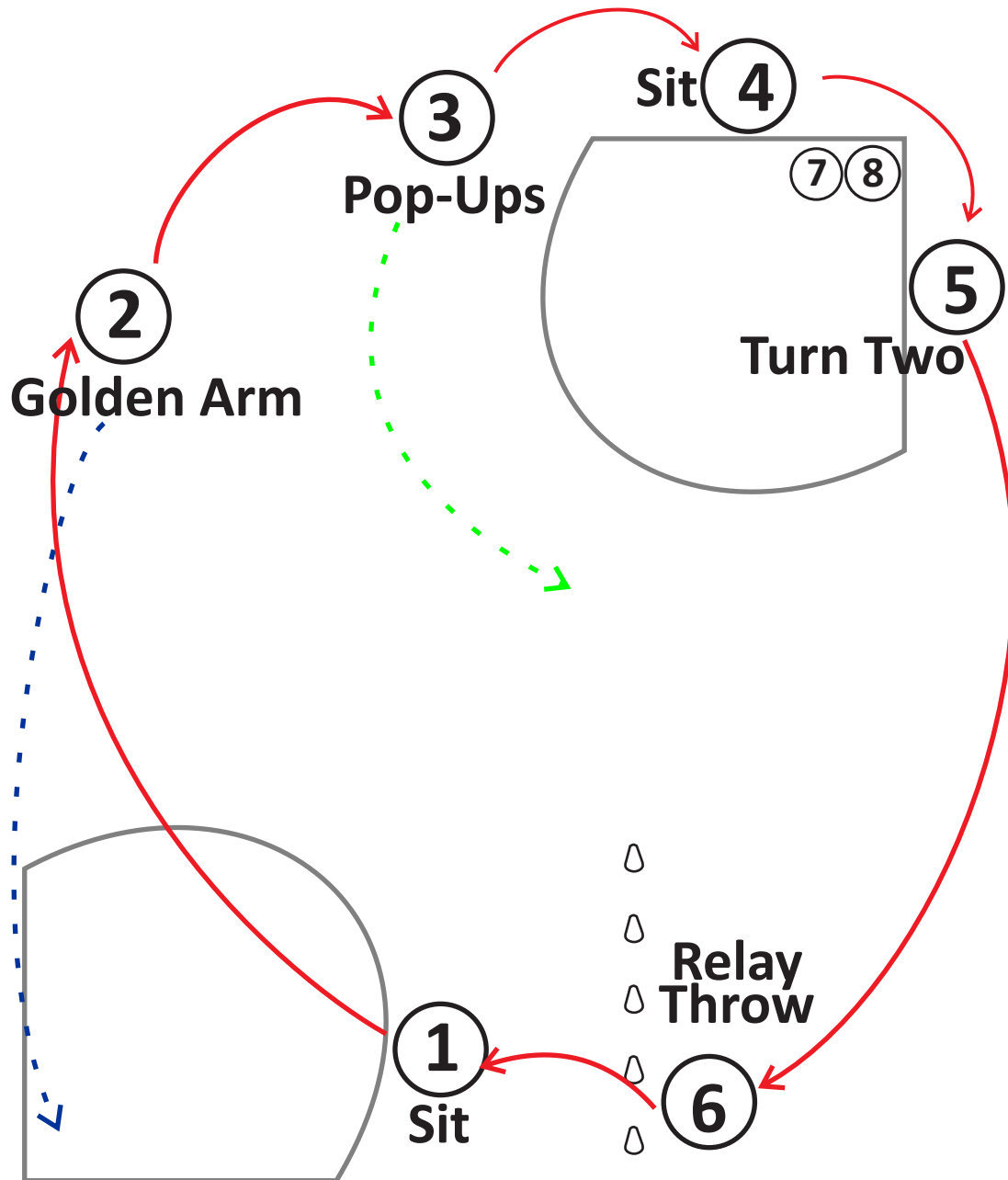


Start Point

- 1 - Chatterton Marina
- 2 - Elmers Diner
- 3 - EYN
- 4 - Goodie Shoppe
- 5 - Service Stars
- 6 - Winter Bros.

- Tiebreakers if needed for Throw & Pops
- 5 - Everyone at end AA Field Fastest Time
 - 6 - Everyone at end AA Field HR Derby
 - 7 - Skills Trophies
 - 8 - All-Star Game
 - 9 - Game Trophies

AAA Division



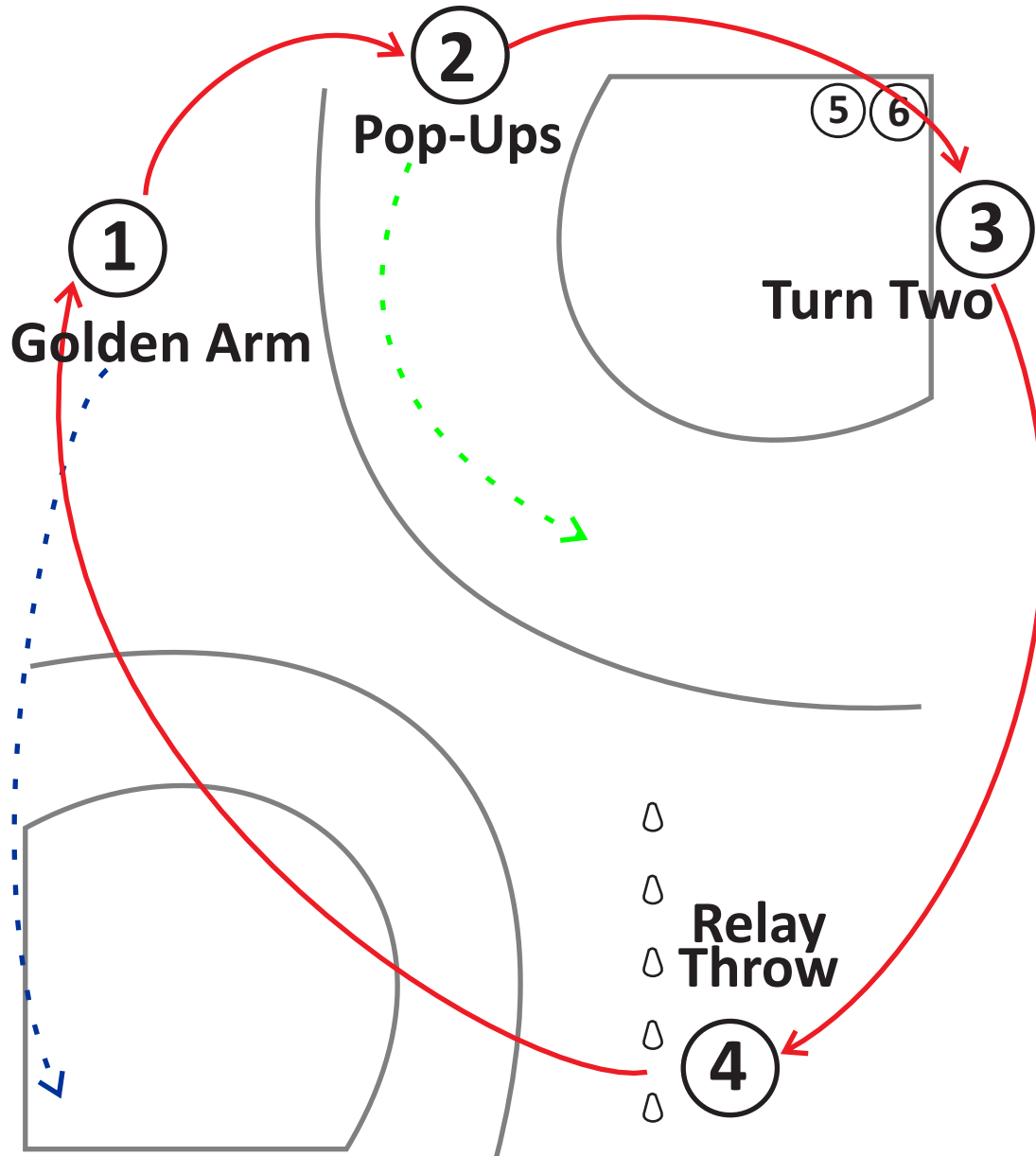
Start Point

- 1 - Biscotti's
- 2 - Gallagher Benefit Services
- 3 - Ingersoll Auto
- 4 - Sinapi's
- 5 - Stop & Shop
- 6 - T. Palmer Septic

Tiebreakers if needed for Throw & Pops

- 7 - Everyone at end A Field Fastest Time
- 8 - Everyone at end AA Field HR Derby
- 9 - Skills Trophies
- 10 - All-Star Game
- 11 - Game Trophies

Majors - 50/70 Field



Start Point

- 1 - All Star Batting
- 2 - Joe Kenny DMD
- 3 - Luks Realty
- 4 - N.F. Lions

Tiebreakers if needed for Throw & Pops

- 5 - Everyone at end A Field Fastest Time
- 6 - Everyone at end AA Field HR Derby
- 7 - Skills Trophies
- 8 - All-Star Game
- 9 - Game Trophies