

## **Skills Challenge - A Division**

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

### **CATCH & THROW**

- 4 PERSON TEAM
- 3 - 2 PLAYER PAIRINGS FOR 2 MAN CATCH & THROW
- EACH PAIR CATCHES & THROWS 10 TIMES
- ONLY CATCHES IN AIR COUNT (NO BOUNCES)
- TOTAL # CAUGHT OUT OF 30 ATTEMPTS

### **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
- MISSED BALLS MUST BE RETRIEVED & BROUGHT BACK TO CONE TO THROW
- TIMED EVENT – FASTEST TEAM TO HAVE BALL TRVEL UP LINE AND BACK

### **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

### **GROUNDERS**

- 4 PERSON TEAM
- 5 GROUNDERS PER PLAYER
- HAND ROLLED GROUNDERS & PLAYER THROW TO 1ST BASE
- TOTAL # FIELDED CLEANLY & GOOD THROW TO 1ST BASE

### **HOME RUN DERBY**

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