



2012 Derry Little League Fall Ball Team Skills Challenge



Great Kids..... Great Fun..... Great Memories

Objective: The Team Skills Challenge is to have all team players participating while having FUN demonstrating their baseball skills to the other Derry Fall Ball teams. This is a great opportunity to bring all of the Fall Ball players together in a festive setting and enable them to enjoy showing off their skills at O'Hara Field!

Rules: The first and most important rule is that all of the players HAVE FUN! Then, of course, we have to adhere to the following rules:

- All attending players must participate in at least one event for their team
 - No player can participate in more than 2 events
 - 10 point system for each of the Team Challenges X 4 Challenges:
 - **Base Running Relay (4 players)**
 - **Outfield Accuracy Throw (4 players)**
 - **Long Ball Hitters Derby (4 players)**
 - **Team Ball Relay (9 players)**
 - Overall Tie Breaker:
 - Hitters – tied teams will provide any one player to hit 10 pitches (repeat until tie is broken)
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Base Running Relay Rules: (5 Teams X 4 Players = 20 total runners)

- 4 Players involved in the relay race. Each team is given 2 relay attempts.
- 4 Players start at home plate and run the bases in the following sequence:
 - Runner 1 leaves from home plate – TIME STARTS
 - Runner 2 goes after Runner 1 touches 2nd base
 - Runner 3 goes after Runner 2 touches 2nd base
 - Runner 4 goes after Runner 3 touches 2nd base
 - Runner 4 arrives at home plate – TIME STOPS
- Players must run within the base lines. Not doing so will disqualify the relay attempt
- Runners must step on all bases. Each missed base will be assessed a 3 second penalty.
- No leaving early. A 5 second penalty is added to the time for each time a player leaves early
- Coaches **are allowed to** be at the plate coaching the runners and telling them when to leave
- Tie Breakers:
 - #1 – 2nd best lowest time comparison between the tied teams
 - #2 – Tied teams repeat relay race until the tie is broken
- Total Points Awarded:
 - 1st Place - 10 Points
 - 2nd Place - 8 Points
 - 3rd Place - 6 Points
 - 4th Place - 4 Points
 - 5th Place - 2 Points

Outfield Accuracy Throw Rules: (5 Teams X 4 Players = 20 Players X 3 throws each = 60 Throws)

- 4 players located in one of four field locations: Left, Left Center, Right Center, Right (approx. 100 ft.)
- 3 balls are thrown by one player stationed at one of the four locations
- The target is a board (or boards) pointing to their field location
- Points awarded as follows:
 - Hit target on a multi bounce (or roll) = 1 point
 - Hit target on one bounce = 3 points
 - Hit target in the air = 5 points
- Tie Breakers:
 - #1 – Team with most balls into target on no bounce
 - #2 – Team with most balls into target on a bounce (or roll)
 - #3 - Tied teams – 1 player repeats throws until tie is broken
- Total Points Awarded:
 - 1st Place - 10 Points
 - 2nd Place - 8 Points
 - 3rd Place - 6 Points
 - 4th Place - 4 Points
 - 5th Place - 2 Points

Team Ball Relay Rules: (5 Teams X 9 Players = 45 Players) – Team with lowest time is the winner

- Baseball throwing sequence is as follows:
 - Pitcher starts with the ball and **touches pitching rubber to start time.**
 - Pitcher to Catcher – Catcher must touch home plate
 - Catcher to 3rd Base – 3rd baseman must touch 3rd base
 - 3rd base to 2nd base – 2nd baseman must touch 2nd base
 - 2nd base to 1st base – 1st baseman must touch 1st base
 - 1st base to Catcher – catcher must touch home plate
 - Catcher to Shortstop (at 2nd base) – shortstop must touch 2nd base
 - Shortstop to Right Field – right fielder must touch right field base/marker
 - Right Field to 2nd base (2nd baseman) – 2nd baseman must touch 2nd base
 - 2nd base to Center Field – center fielder must touch center field base/marker
 - Center Field to 3rd base (3rd baseman) – 3rd baseman must touch 3rd base
 - 3rd base to Left Field – left fielder must touch left field base/marker
 - Left Field to Catcher – catcher must touch home plate
 - **Time stops when catcher catches the ball and touches home plate**
 - A 3 second penalty is added to the time for each time a player does not touch the base
 - If a player misses a ball, he/**she must retrieve the baseball and throw to his/her destination.**
 - Each team is allowed 2 attempts – Best/Lowest time is recorded (all times recorded for tie break)
- Tie Breakers:
 - #1 – 2nd best lowest time comparison between tied teams
 - #2 – 3rd best lowest time comparison between tied teams
 - #3 - Tied teams repeat relay until tie is broken
- Total Points Awarded:
 - 1st Place - 10 Points
 - 2nd Place - 8 Points
 - 3rd Place - 6 Points
 - 4th Place - 4 Points
 - 5th Place - 2 Points

Long Ball Hitters Derby Rules: (5 Teams X 4 Players = 20 Players X 7 Pitches = 140 Pitches)

- 4 players to enter the derby. Total combined distance points determines the winner.
- A staffed pitching machine or adult will pitch to the participating player
- If a machine is used, it will be adjusted to a suitable height for each player.
- 7 official pitches will be thrown. Must swing at every pitch (unless deemed bad by committee)
- "Point Zones" will be marked in the outfield..
- Each zone is marked with the respective point totals
 - The zone does have to be hit in the air.
 - A Home Run is worth 20 points
- The total number of zone points will be recorded per player
- Tie Breakers:
 - Tied teams will get an additional 5 pitches to ONE player until the tie is broken
- Total Points Awarded:
 - 1st Place - 10 Points
 - 2nd Place - 8 Points
 - 3rd Place - 6 Points
 - 4th Place - 4 Points
 - 5th Place - 2 Points