



Player Contest Rules

Home Run Derby

Only one player from each team may enter. Player will hit off live pitching from one of their own coaches. Each coach will be given a bucket of 10 balls to pitch to their player. Goal is to stay “alive” by hitting home runs over the fence. Player is done when all 10 balls have been pitched. At the conclusion, any ties for the top spot will be “hit off” with a bucket of 10 balls given.

Around the Horn

Five players from each team may enter. The ball will start at the Pitcher’s mound. Players will throw “around the horn” – Pitcher to Home, 1st, 2nd, 3rd then back around. Home, 3rd, 2nd, 1st, Home. Each team will be given 2 attempts. The best time will be the winner. (Overthrows count as an attempt)

Timed Running Relay –can have 2 groups

Three players from each team may enter. 1st runner will begin at 2nd base – when he crosses Home Plate the 2nd runner takes off. When he crosses 2nd base the 3rd (last) runner will take off to home plate. Time ends when 3rd runner crosses Home Plate. The best 5 times will advance to the Final round. Runners will then have a chance to beat the best time. The Best time out of both Preliminary and Final runs will be used to determine winner, *****You have the option to enter 2 Running Groups ---cannot have same runner(s) in the 2nd group.

****There will be a 5 second penalty for leaving early!!!!!!!!!!!!*****