

The Ripken Experience - Skills Competitions

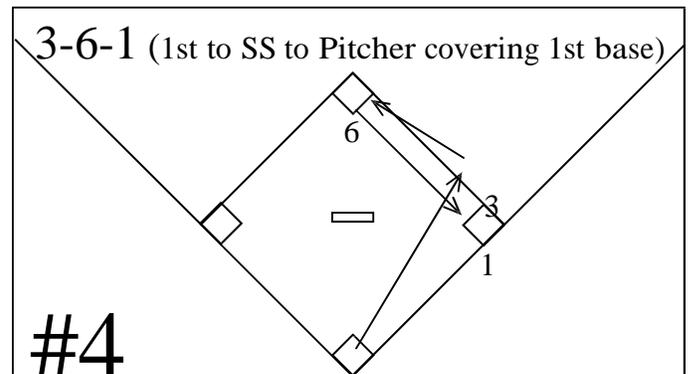
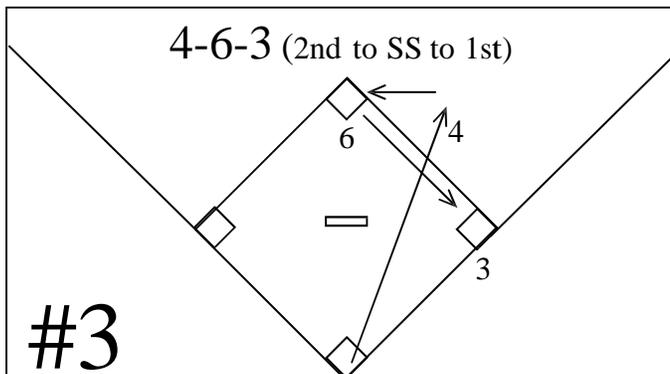
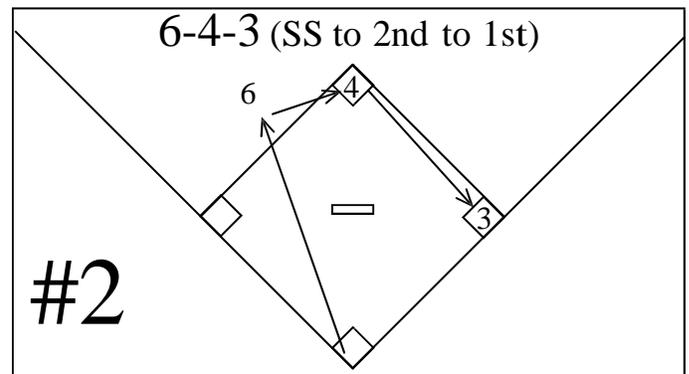
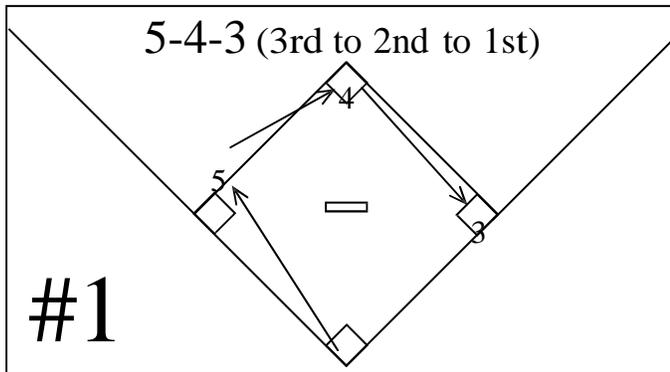
The Ripken Experience will conduct a skills competition for each age group during our summer weeklong tournaments. Each player on the team must compete in one event with 1 player in the Home Run Derby, 6 players in the Turn Two Competition, and 6 players in the Relay Competition.

Home Run Derby

1. One player from each team will participate in the Home Run Derby. All 10u Participants will hit from 50ft. in front of home plate.
2. A coach will pitch to their player and each team should have a player in full catcher's gear ready when their team is up.
3. Each player will have ONE minute to accumulate as many points as possible. No timeouts.
4. Whenever the ball hits the ground, is caught or clears the fence then the pitcher may throw the next pitch.
5. Home Run Derby Scoring is as follows (ball must be fair):
 - a. Home run over the fence = 5 points
 - b. A ball that lands on the warning track or hits the outfield wall in the air = 3 points
 - c. A ball that lands past the designated line in the outfield = 1 point
7. Once the hitter's 1-minute round expires, he will have 1 more swing at the "bonus ball" for which double points will be awarded.
8. The player who accumulates the most points after their entire age group has completed the competition will be the Champion.
9. In the event of a tie, all tied participants will compete in a 1-minute swing off with a "bonus ball".

Turn-two Competition

1. Each team will have a fielder at all 6 infield positions (pitcher, catcher, 1st, 2nd, 3rd, and SS).
2. A coach will hit a ground ball to a fielder. The fielder must catch the ground ball and then throw to the appropriate base to start the double play. The next fielder will then throw to 1st base to complete the double play. The first baseman (or Pitcher covering first) will then throw the ball back to the catcher.
3. Once the catcher receives the throw and has clear possession, the next ground ball can be hit by the coach.
4. MISSED GROUND BALL - the fielder can choose to play the ball or raise his hand for a new ground ball.
5. OVERTHROW - If there is an overthrow, the player that was to receive the throw can choose to go after the ball or pick up a replacement ball. In either case, the player must first touch the base that the throw was originally intended for and then throw to the next base.
6. The competition will be timed from the start of the first groundball to the completion of the last double play. A failure to record any one of the "outs" will result in a 3 second penalty. The team with the lowest time will be the winner.



Team Relay Competition

1. 6 Players will compete in this competition. All players who have not participated in HR derby or Turn Two must participate in the relay event. If you do not have 6 players who have not competed in a single event left, you can have a player who competed in one of the other events participate.
2. The relay will start with all 6 players standing on their designated cone. Cones will be set in LC, 3rd Base, left side of home plate and RC, 1st Base and the right side of home plate.
3. The relay will start with a whistle. Upon hearing the whistle the player in LC will sprint to the LF wall where a baseball will be sitting. That player will pick up the ball and throw a relay to the 3rd baseman, the 3rd baseman will then throw the ball to the catcher standing to the left of home plate. Once the catcher catches the ball and places a tag at home plate, that will signal the player in RC to sprint to get a ball sitting against the RF fence. The RC fielder will pick up the ball and throw a relay to the 1st baseman. The 1st baseman will then throw the final relay to the second catcher standing to the right of home plate.
4. The clock will be continuous and will not stop until all 4 relay throws are completed, and the final tag is placed on home plate.
5. Players must start on their cones, however once the outfielder on each side of the field runs for the ball, the rest of the players are free to move around.
6. Each team will get 2 attempts with the fastest overall time being crowned our winner.