



SKILLS COMPETITION RULES

The skills competition will consist in Hitting, Pitching and Running. All teams can participate of the skills competition if they wish.

- Each team will choose and register two players per competition.
- Players can participate only in one competition.
- Only participants of each competition will be allowed to be on the field.
- The skills competition will have awards for the 1st place, 2nd place and 3rd place of each competition.

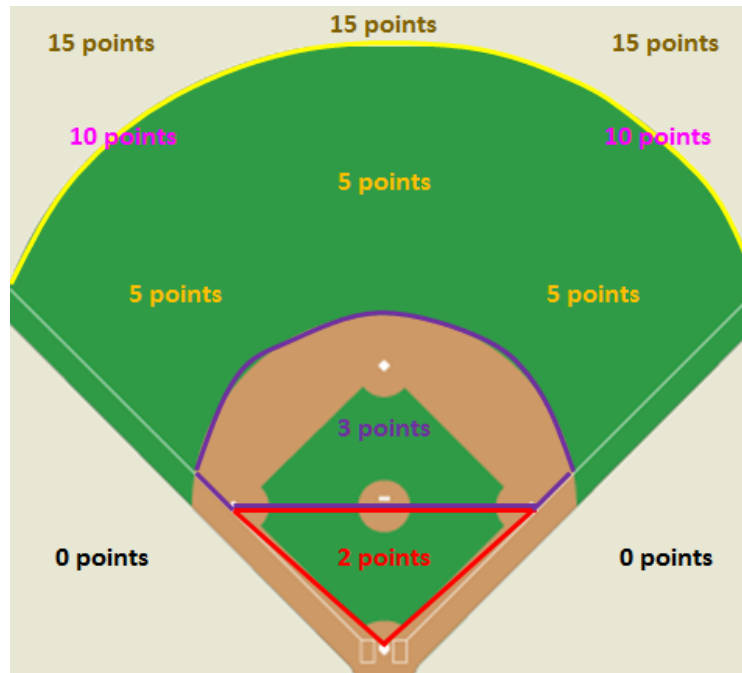
HITTING

Each team will use their own pitcher which must be a coach. An “L” pitching net will be set up to protect the pitchers. Only the participants of this competition with their coach (pitcher) will be allowed to be on the field.

- Each participant will receive 5 pitches, they must be hittable pitches.
- Balls and strikes will be called by the judge who will be behind the pitchers.
- If swinging and missing then will be considered strike.
- Foul balls are considered strikes.
- Points will be scored from where the ball makes first contact with the ground.
- Points:
 - 0 points if the baseball makes first contact in the foul area
 - 2 points if the baseball makes first contact in the area between Home Plate-1st Base-3rd Base-Home Plate (red area of the diagram)
 - 3 points if the baseball makes first contact behind the pitching mound and dirty space before the outfield (purple area of the diagram)
 - 5 points if the baseball makes first contact in the outfield
 - 10 points if the baseball makes first contact with the outfield fence (no bounces)
 - 15 points if is a home run



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- The winner will be the participant with the highest score.
- In case of tie game, the participants tied will receive 3 more pitches each and will continue until one of them wins the competition.
- All calls made by the judge are final decisions.

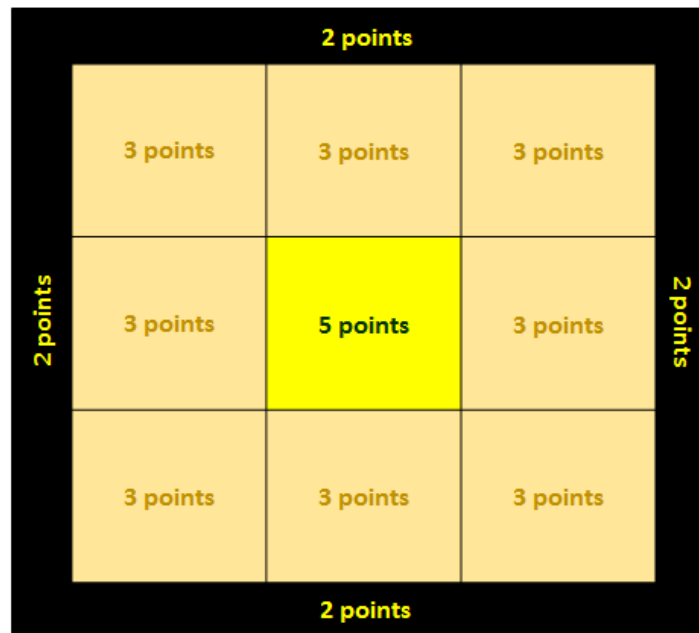
PITCHING

Only participants of this competition will be allowed to be on the field and they must be in the pitching area. A pitching target will be set up at home plate.

- Each participant will have 5 pitches.
- Each participant must start with his/her foot in the pitching rubber.
- Points:
 - 0 points if the baseball hits the target with bounces.
 - 2 points if the baseball hits the border of the strike zone (black area) without bounces. If the baseball hits the edge between the black area and orange area then 2 points will be scored.
 - 3 points if the baseball hits around the strike zone (orange area) without bounces. If the baseball hits the edge between the orange area and yellow area then 3 points will be scored.
 - 5 points if the baseball hits the center of the strike zone without bounces (yellow area).



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- The winner will be the participant with the highest score.
- In case of tied game, the participants tied will have 3 more pitches each and will continue until one of them wins the competition.
- All calls made by the judge are final decisions.

RUNNING

Only participants of this competition will be allowed to be on the field and they must be behind home plate.

- Each participant will start in home plate, his/her foot must be touching home plate.
- If a participant falls at first base or before first base then he will be allowed to restart from home plate.
- The participant will run through all bases, Home Plate -> 1st Base -> 2nd Base -> 3rd Base -> Home Plate.
- The participant must touch all bases.
- If a participant does not touch a base then will be fined with 3 seconds that will be added to his final time.
- The time will start when the participant leaves home plate and will stop when the participant touches home plate again after running through all bases.
- The winner will be the participant with the best time.



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- In case of tied game, the participants tied will run again and will continue until one of them wins the competition.
- All calls made by the judge are final decisions.

