



# 2026 SKILLS RULES



# SKILLS COMPETITION QUALIFIERS (DAYTIME ACTION)

## Skills All Day Long

- Qualifiers run throughout the late morning and afternoon
- Creates constant action and excitement on campus
- Families can watch, explore, and engage without long downtime

Skills Competition Begins: 10:00 AM

Qualifiers Conclude: 3:00 PM

(teams do not need to be here right at 10, it is open at any point during that time frame)

## Team Participation Breakdown

- Home Run Derby: 1 player per team
- Fastest Player: Up to 3 players per team
- Turn Two (Double Play): 1 group of 4 players per team

## Rules:

Each team nominates up to 3 players.

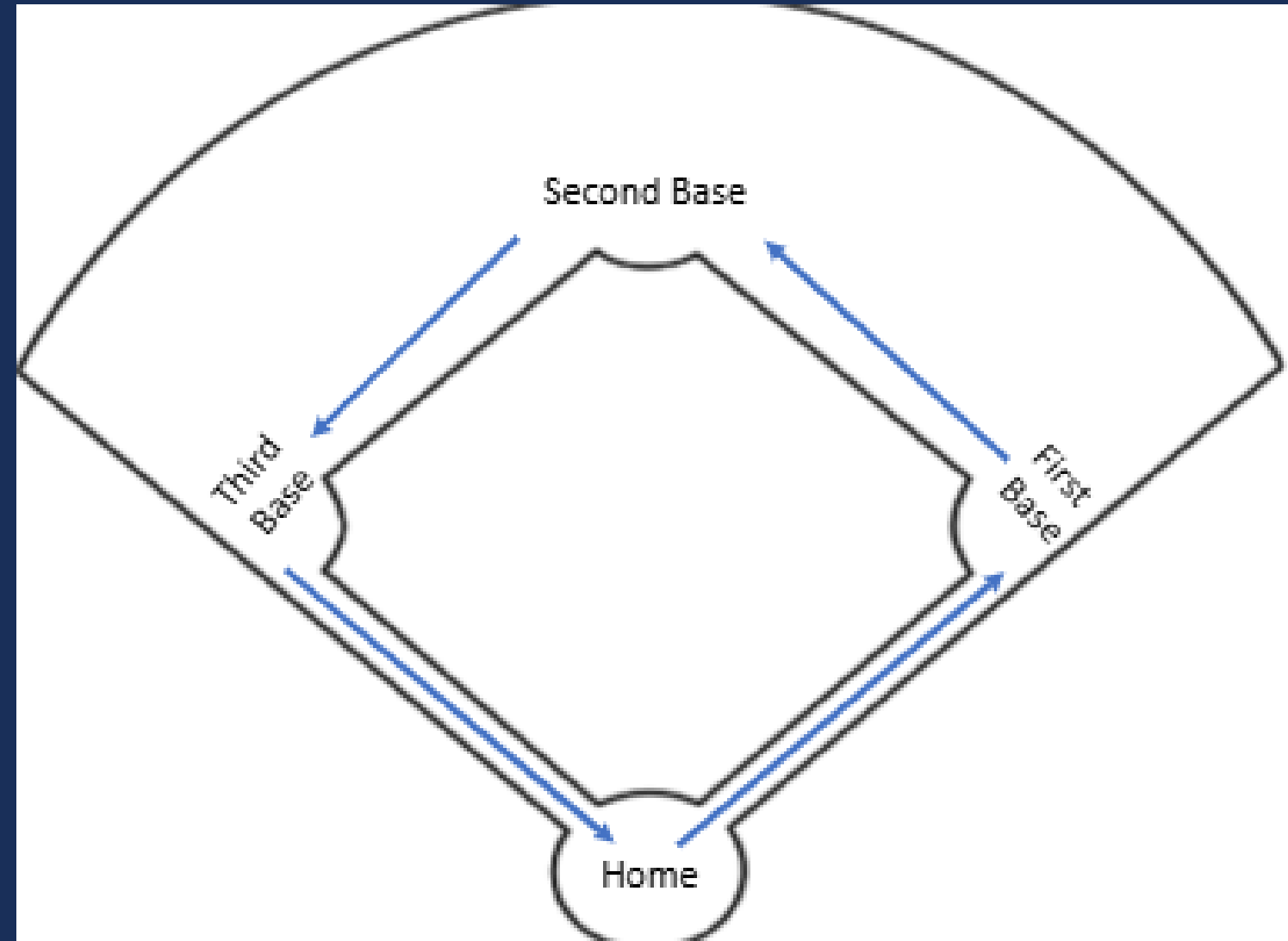
Clock starts when the player starts running.

Player is disqualified if they miss a base.

The clock stops when they touch home plate

(No sliding into home)

Top 10 Times Qualify For Final Round



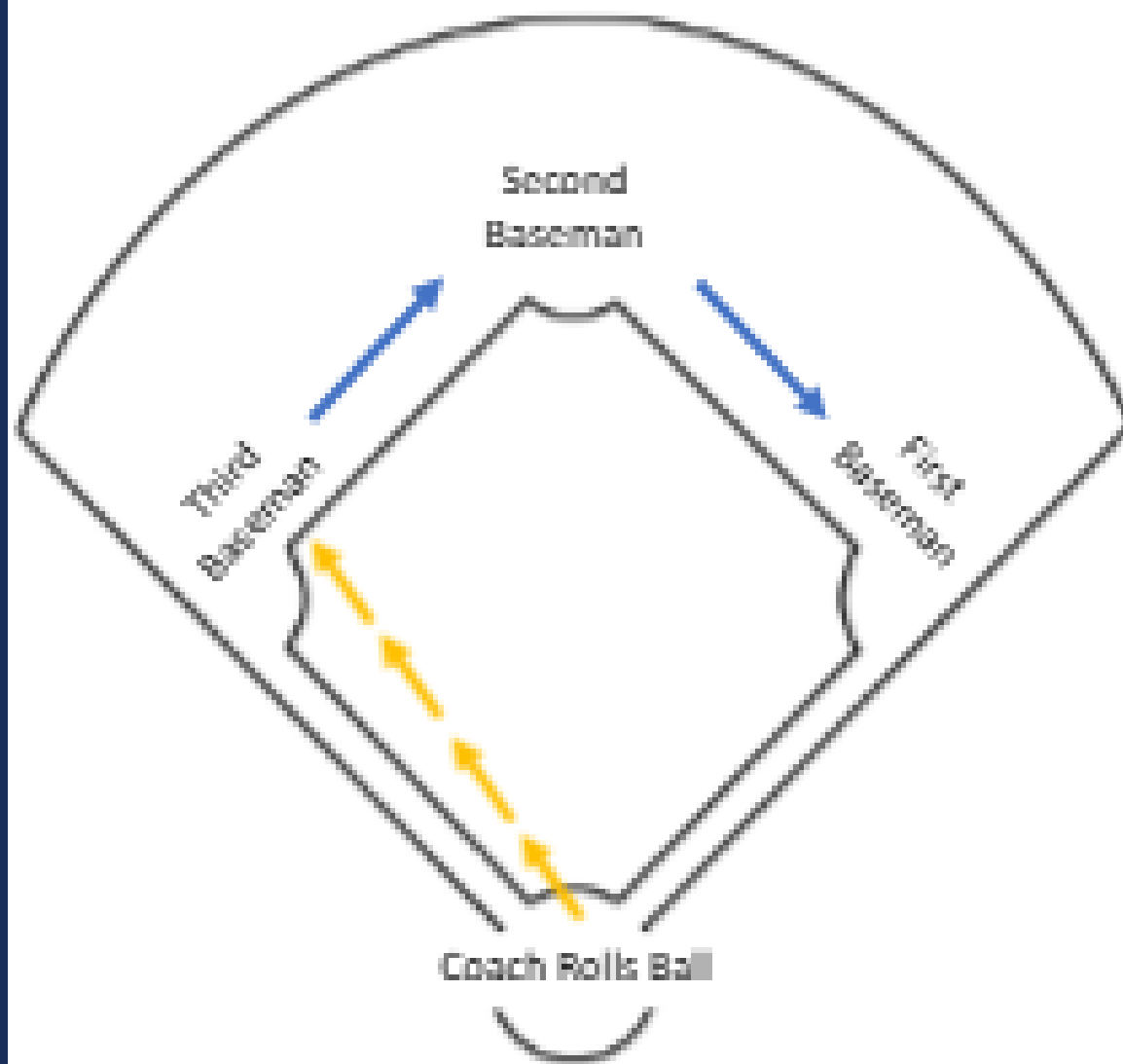


# TURN TWO

## Rules

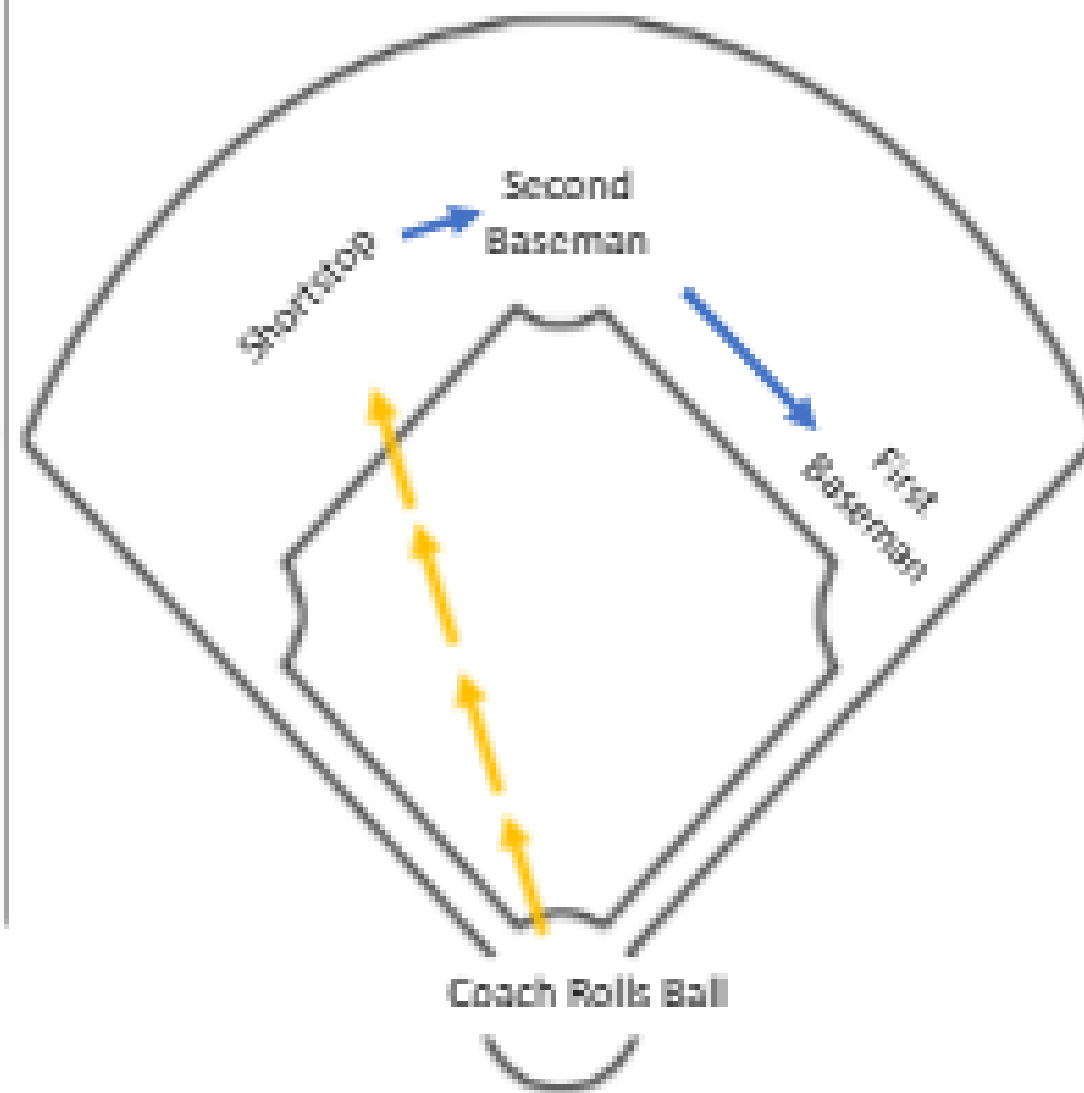
- Each team will have a player in the following positions: (1B, 2B, SS and 3B).
- The winning team will have the fastest CUMULATIVE time from the three double plays.
- The clock starts when the third baseman touches the ball.
- The Coach will throw a ground ball to the 3rd baseman from home plate.
- The 3rd baseman fields the ground ball and then throws to 2nd base, the 2nd baseman (with their foot on the bag) throws to 1st base. The 1B will place record the out (foot on the base + ball in glove)
- The coach, from home plate, will throw the next ground ball to the SS, then to 2nd, onto 1st base
- The coach, from home plate, will throw the next ground ball to the 2nd baseman, to SS, to 1st base...TIME ENDS!!!
- MISSED GROUND BALL – If a groundball is missed and hits the outfield grass the coach will throw another ball. If ball is bobbled and stays on dirt they must continue with play.
- OVERTHROW - If there is an overthrow, the coach will start over with a new ground ball.
- If overthrow happens at 1B, the 1B retrieves the ball, & record the out
- WINNING TEAM:
- The competition will be timed from when the 3rd baseman touches first ground ball to the completion of the final double play.
- A failure to record any one of the "outs" will result in DQ. FEET MUST BE ON THE BAGS!
- The TOP 10 Lowest times qualify for the finals

1 (5-4-3)



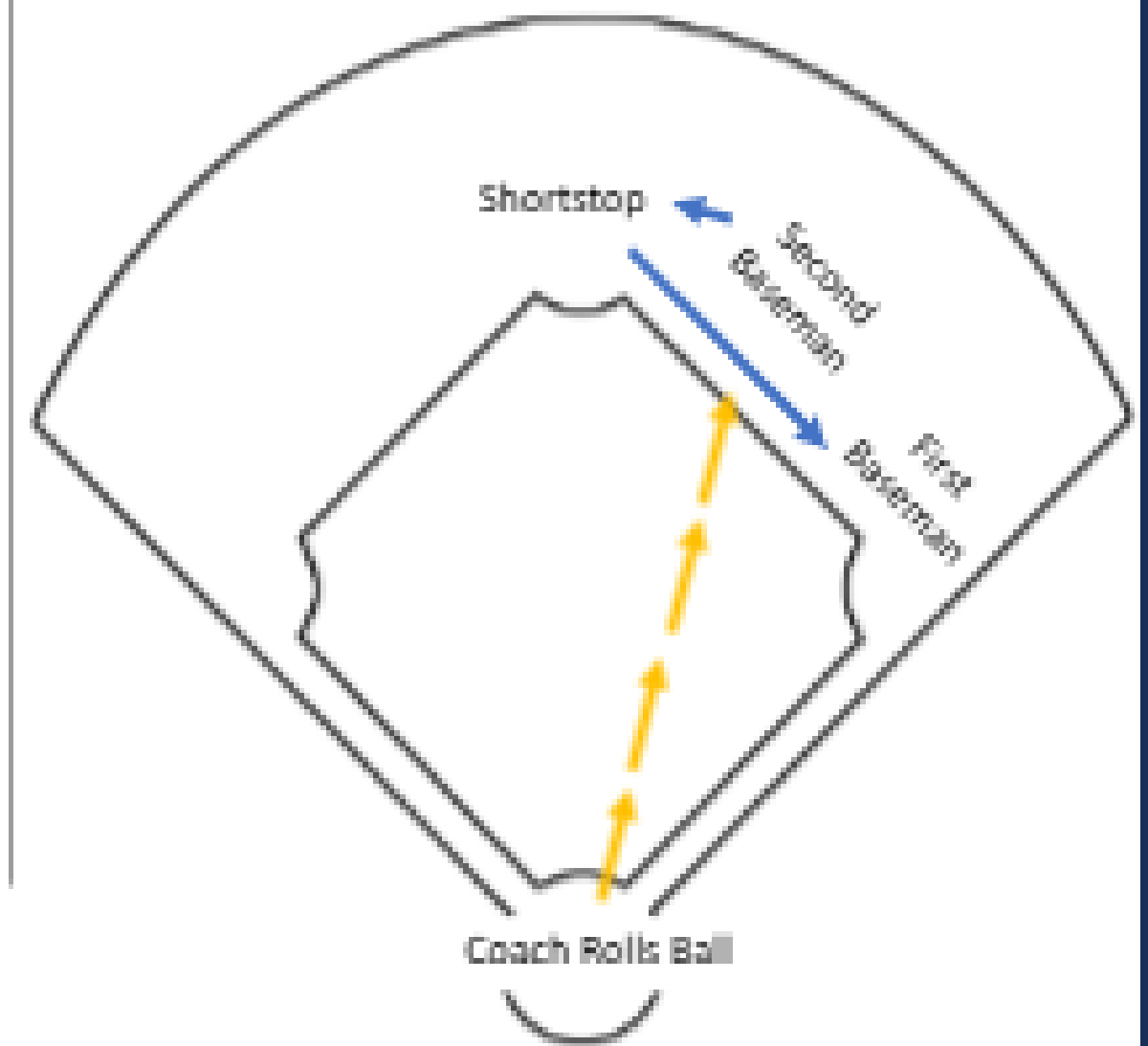
Coach starts  
with ground ball to 3B

2 (6-4-3)



Coach waits for Director's Call  
then rolls the next grounder to SS

3 (4-6-3)



Coach waits for Director's Call  
then rolls the next grounder to 2B



# HOME RUN DERBY

## Rules:

- Each team nominates one player to compete in the HRD, and one coach/parent to pitch.
- Participants will have 1 minute to hit as many homeruns as they can.
- Clock starts when the Pitcher throws the first pitch.
- Batted ball must be declared "Fair"
- The clock stops at 1 minute...if the batted ball is in the air...it counts
- **The Top 8 Batters will advance to the finals**

## Mandatory Safety Measures:

- Batter must be wearing a helmet.
- Only the team members from the hitter are allowed in the outfield to shag balls.
- PLEASE allow pop-ups to drop as the next ball is being hit.
- ALL other teams must be COMPLETELY off the field of play.
- Parents in the stands...HEAD's UP!



# HOME RUN DERBY

