



# 2009 USSSA AA World Series *Skills Competition*

## *Fastest Base Runner*

Sunday, July 12 at SM North Football Field  
3pm-5pm before the parade

Each team can enter up to five runners. Each runner will be timed once around cones laid out at the proper age-level base length on the football field. Top three fastest runners in each age level return to field after parade for race-off. No cleats allowed on the track or football field. Awards will be given to the top runner in each age level. Only coaches and players are allowed on the football field at this time. Parents need to remain in the stands.

## *Around the Horn*

8U's Tuesday, July 14 from 3:30-4pm, field 12.

10-12-14U's Wednesday, July 15, 5:30-7pm on field 23 for 10U, field 14 for the 12U and field 18 for 14U.

Four players from each team (chosen by the manager) will man each base and throw the ball from home to 1st to 2nd to 3rd to home. The fastest time wins. Participants should line up in 1<sup>st</sup> base dugout until called to the field for participation. Awards will be given to each member of the winning team at each age level.

## *Home Run Derby*

8U's Tuesday, July 14 from 3:30-4pm, field 12.

10-12-14U's Wednesday, July 15, 5:30-7pm on field 17 for 10U, field 22 for the 12U and field 16 for 14U.

Two players from each team (the managers will determine which two players) will get 10 pitches from a pitching machine. A count of how many are hit out of the field will be that batter's total. Participants shall line up in the 1<sup>st</sup> base dugout until called to the field for participation. Each player should provide his own bat and helmet. To make this a team event, each team should supply shaggers for when their teammate is batting. Please participate in uniform. Awards will be given to the batter who hits the most home runs in each age level. Ties will be broken with a hit off of 10 pitches each.

Should weather interfere with the World Series game schedule, these events will be dropped in favor of getting games rescheduled.