

2008 9-10 AAA All Star Skills Competition
Saturday August 2, 2008 5:30 PM
Location: Fletcher 2 Diamond, Airdrie

First event - Fielding

4 kids, two pairs of 2 from each team plus 2 coaches. One coach hits, one coach catches.

Ball starts with coach with bat. Ball is hit to short stop, who throws it to first base, who throws it to coach at home plate. This is repeated 5 times. Time starts when first ball is hit, time stops when 5th ball is caught at home plate by coach. Short stop must be behind the bags when ball is hit, but may charge ball to throw to first. First baseman must be on first base when ball is caught. Coach can not give the ball to the hitting coach until home plate is touched by coach with ball in glove. Each group of two takes turns at short and first base. Each team is given 4 chances, and fastest time stands. Fastest time wins.

Second event - Base running

Each team will pick 4 players. First player will start at home plate, will run and touch all bases. Upon touching home plate, second runner starts. Third and fourth runners will follow same process. Time starts when first runner leaves home, time stops when fourth runner touches home. Fastest time wins.

Third event - Home Run Derby

2 players and one pitching coach will be selected by each team. Each player gets 10 swings. Players are not forced to swing at any pitch. Swing and a missed ball is an out = 0 points. Foul ball is an out = 0 points. Ball that does not make it out of the infield = 0 points. Ball that rolls out of the infield = 1 point. 3 markers will be placed in the outfield - 5, 10, and 15 points. If ball lands in these areas, points will be awarded. Player with most points is the winner.

Fourth Event - Fastest Pitch

2 players will be selected from each team. Once players are warmed up, each player from each team will throw 5 pitches from the pitching mound. Fastest pitch recorded on radar gun will stand. Player with the fastest pitch is the winner.