



# Wheat City Classic Skills Competition



Date: Saturday June 8, 2024

Location: Ashley Neufeld Softball Complex: Boston Pizza Diamond

\*Each team is invited to participate in our skills competition. Please see the competition details below and submit your teams skills roster by emailing this form back to [westmanmagic@gmail.com](mailto:westmanmagic@gmail.com)

1. Home Run Derby- Each team will select one player to compete for their team. Each player can choose their pitcher and the pitcher may full windmill or front toss from a distance of their choice (a screen will be provided). Each player will receive 90 seconds or 10 hit balls (whichever comes first) Any pitch where bat to ball contact is made will counts as a hit. Players will earn team points based on where they finish in total home runs hit. If there is a tie for top spot a round of 5 hit balls in 45 seconds will break the tie. If still tied players will earn equal points for their team.

2. Catcher Accuracy Throw - Each team will select one player to compete for their team. Catchers will throw as many balls as they can in 30 seconds to a target at second base. The catcher will earn 2 points if hit in the air, and 1 point if hit after a bounce. (zero for not hitting the target). Players will earn points based on where they finish towards their team's final score.

3. Home to Second Speed – Each team will select one player to compete for their team. On GO and with one foot starting on home plate the player will run from home to 2<sup>nd</sup> base. Their time will stop as soon as they touch 2<sup>nd</sup>. Players will earn points based on where they finish towards their teams final score.

4. 4 Person Throwing Relay – Each team will select 4 players to compete for their team. (multiple teams will compete at once) Players will be evenly spaced (approximately 50' apart), starting at the 3<sup>rd</sup> base line. On go, player one will pick the ball up from the 3<sup>rd</sup> base line and relay the ball to player two, player two will relay to player three, player three will relay to player four. Player four will relay back to player three, then to player two, and back to player one. Time will stop when player one has caught the ball. No players can be skipped, if a ball is overthrown the player the ball was intended for must retrieve and throw from their designated line. The 4-player team will earn points for their overall team score based on where they finished in this timed event.