

# **9U/10U Central World Series - Skills Competition**

***Thank you for participating in the USSSA 9U/10U Central World Series. This information is in regards to the Skills Competition that will be held on July 12. There are ample opportunities in this skills competition, and we hope that you take full advantage of this and get as many players involved in this event as possible.***

***This event will be administered in stations at Branson Rec Plex to help organize the activities as much as possible. Please check the website as we get closer to the event to find your schedule and order of events.***

**LOCATION AND TIME:** July 12 @ Branson Rec Plex; 1:00-5:00 pm

## **BUNT DRILL**

There may be a max of 2 participants from each team in this contest. Each participant will receive 10 bunt attempts off of a pitching machine. They will try to deaden the ball, in fair territory, inside a drawn arc. The top 2 finishers per age group from the competition will receive awards. In case of a tie, the participant that reaches the number of successful bunts in the shortest number of attempts will be declared the winner. Example: 2 participants tie with 4 successful bunts. Player #1's 4<sup>th</sup> successful bunt was on her 6<sup>th</sup> attempt, while Player #2's 4<sup>th</sup> successful bunt occurred on her 9<sup>th</sup> bunt attempt, then Player #1 would be declared the winner.

## **BASERUNNING RELAY**

4 members from each team will participate in this timed relay. Runner #1 will go home to home and after she crosses home plate runner #2 will take off, then so on until runner 4 goes home to home. The top 2 teams per age group in this relay will win awards.

## **THROWING – STAR DRILL**

5 members from each team will participate in this timed throwing drill. Each player will be located near a marked position on the field to resemble their starting position. The ball starts at the catcher. Catcher throws to the Shortstop, the Shortstop throws to 1B, the 1B to the 3B, the 3B to the 2B, and 2B to the Catcher. Each team will get two timed opportunities; best time will be used for ranking. The top 2 teams per age group will win awards.

## **CATCHER'S COMPETITION**

One catcher from each team will participate in this timed competition. The catcher will place all of their equipment near the base. Their task is to apply all of their gear (shin guards, chest protector, helmet and mask), sprint to the next base and back to then remove their gear. **Each participant needs to bring their own catcher's gear.** Once the last piece of gear hits the ground, time will stop. The top 2 finishers in each age group from the competition will receive awards.

## **PITCHING VELOCITY COMPETITION**

There may be a max of 2 participants from each team in this contest. Each participant will get one warm-up pitch followed by 3 "clocked" pitches. Highest speed on an individual pitch will win the contest. In case of a tie, the 2<sup>nd</sup> fastest speed will be used to break the tie. If necessary, the third fastest pitch will be used if tied after the 2<sup>nd</sup> fastest pitch. The top 2 individuals per age group will win awards.

## **DIZZY BAT RACE**

All team participants may participate in this competition and ONE COACH is required for this event. Team members must spin 8 circles around a "dizzy bat" and run a specified distance. The clock will start as soon as the participant's forehead touches a bat. The top two players per division will win awards; the top two coaches will win an award.

***This skills competition is to provide a fun atmosphere for the players to interact with teammates and other teams in a relaxed atmosphere of competition and fun. Please be aware that negative behavior from parents or coaches will not be tolerated in any way, shape, or form.***