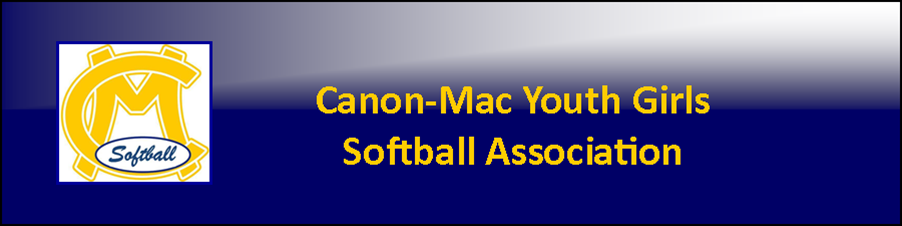
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**SOFTBALL FEST**

**SKILLS COMPETION RULES**

**Slickest Fielders**: (6 player infield and remainder of players)

* The Coach will hit a ball to each player in this order - 3rd, SS, P, 2nd, 1st, C.
* Each position must complete the out to first with the first baseman touching 1st base.
* The first baseman then throws the ball back to the catcher.
* The catcher gives the ball to the coach and he or she hits it to the next player.
* Time starts when the coach hits the ball to the first player and ends when the last player completes the out and the catcher catches the ball and touches home plate.
* If any player misses a ball she must retrieve it herself and complete the play.
* If the first baseman misses first base it is a 5 second penalty.
* When the infield is complete, the remaining players will stand on the pitcher’s mound and have 3 chances to attempt to throw the ball through a hole in a screen or cutout which will be at home plate. A successful throw will result in a deduction of 5 seconds from the infield time.

**Fastest Team**: (entire team)

* There will be a starting line in back of home plate in the right handed batter’s box.
* The first player will round and touch all four bases.
* When the first player crosses home plate the second may go, and so on.
* Time starts when the first player is ready and is told “GO” and finishes when the last player touches home plate.
* The teams may have coaches at the bases and home plate to coach runners.
* There will be a 2 second penalty for missing any base.
* The final time will be the AVERAGE time for each player. For example, if a team has 12 players then their time will be the total time divided by 12. If a team has 8 players then their time will be the total time divided by 8.

**Home Run Derby**: (entire team)

* All players will participate.
* Each player will get 5 balls from soft toss by their coach.
* Each homerun over the fence is worth ONE POINT.
* After all players had a chance to hit, the top 3 with the best scores will hit another 10 balls in the “finals” (5 at a time – 2 turns each). The scores are reset at the start of the finals.
* After the 2nd round of the finals, whoever has the most homeruns during the finals will be the Homerun Derby Champion!
* In the case of a tie during the finals, additional rounds of 5 balls each will be given to each finalist that had a tie until the tie is broken to determine the winner!