

Skills Competition Rules & Guidelines

Presented by...



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Skills Competition Representing Teams

A unique exhibition of specific skills will be on display as we raise money for various non-profits on the South Side!



Do It Stevie's Way 2 19 Foundation doitsteviesway219.com

Founded in 2010 in the memory of Stevie Bajenski, who died at the age of 17 in 2009 from a congenital heart defect. The foundation's annual high school baseball tournament raises funds for scholarships and charitable donations.



Special Recreation Athletic Support Association (S.R.A.S.A.)

olparks.com/special-recreation/srasa-ltd

Operated out of Oak Lawn Park District, but affecting many area communities, the SRASA provides quality Special Olympics training programs in several sports for those with developmental disabilities. They also help athletes and their families with registration costs, uniforms and equipment.



Trinity Trolls Athletics trollsathletics.com

Trinity Christian College in Palos Heights supports 14 intercollegiate teams and this year, they won the Five Star Institution Gold Award from the NAIA for promoting the five core values of respect, responsibility, integrity, servant leadership and sportsmanship.

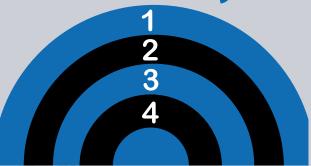


Bremen High School in Midlothian features a very active music program that plays a vital role in the community. Award winning ensembles that include the Marching Band, Concert Choir, Symphonic Band, Pep Band, Jazz, instrumental ensembles, and the Beginning Band. The focus of the program is on musical excellence, citizenship, and pride of accomplishment.



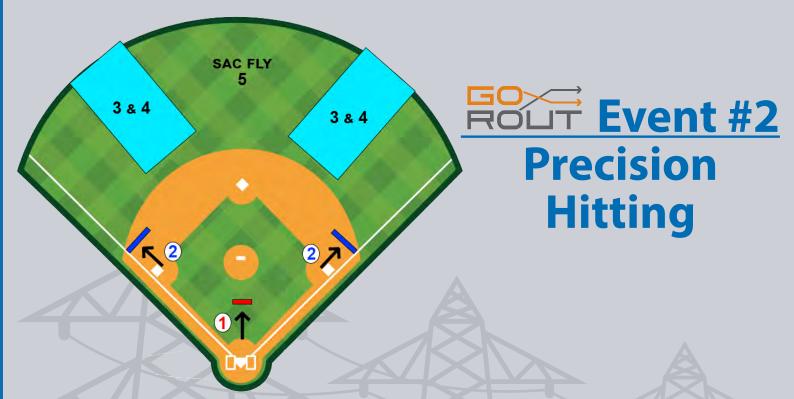






- Semi-Circle target 30 feet in diameter beginning 20 feet from home plate
- Target features five concentric curves with a bullseye in the middle.
- Bullseye is 5 points and subsequent rings are worth one fewer point
- Four contestants each get two rounds of five bunt attempts
- Score for each bunt is determined by the spot that the ball stops rolling
- Ball touching any part of a ring will receive full points for that ring
- Bunters can take any pitch, but any ball that hits the bat is an attempt
- Final score is the cumulative total of all ten bunts from both rounds
- Top two bunters move on to the final with scores resetting to zero
- Final consists of one round of five bunts each. Same rules as before.
- Tie-Breaker: Players will each bunt once. Higher total wins. If still tied, they'll continue with an alternating bunt-off until there is a winner.





General Overview of Precision Hitting Event

"Batting Practice" style event where you must hit five targets in succession:

- 1. Must hit the L Screen on a line or one bounce

- 2. A pyramid of objects positioned down the pull side line of the infield
- 3. Opposite field outfield gap (land in designated area on the fly)
- 4. Pull side outfield gap (land in designated area on the fly)
- 5. Sacrifice fly to a teammate in centerfield

Event Particulars

- The winner will be determined by hitting all five targets in the shortest amount of time
- The timer will count up from :00 starting with the first swing
- Pitchers must wait until each hit lands or the ball is out of play before delivering the next pitch
- Batters are allowed to take as many pitches as they want without any penalty, though the clock will continue to run unless they call a timeout
- Clock stops immediately after every target is hit (Contestants will get an untimed break after completing each target)
- Contestants get one untimed timeout during the semi-final round
 - If all five targets have not been hit by the time the clock reaches 2:30, play will stop and his final time will be logged as 2:30.
 - Top two contestants move on to the final round, which
 operates with the same rules





Catcher Throwing Accuracy

- Semi-Finals are two rounds of five throws for each catcher
- Catcher begins in a crouch behind home plate, ball is thrown to the catcher, who throws to second base
- Throw must be made in a natural catcher's throwing motion as if to throw out a runner attempting to steal second base
- Two open faced barrels will be set up as primary targets to the immediate right of second base with support barrels positioned on each side
- Throw hitting any part of the two primary targets or the support underneath will be 3 points if throw was on a fly and 2 points if on a bounce
- 1 point for hitting either of the standing support barrels
- Final score is the cumulative total of all ten throws from the two rounds
- Top two catchers advance to the final round with scores resetting to zero
- Final consists of one round of five throws each. Same rules as before.
- Tie-Breaker: Alternating throw-off. Higher total wins. If still tied, they'll continue with alternating throws until a winner is determined.





Event #4Outfield Throwing Accuracy

- Semi-finals are two rounds of five throws for each outfielder
- Outfielder can choose left, center or right field on where to throw from
- Ball will be hit in the direction of the outfielder who has to pick it up and throw it toward home plate
- Outfielders start as deep as they want and make a running approach to the ball but they must release the throw from behind the designated line
- Any throw released from in front of the line will be a zero-point throw
- Throws must be made in a natural outfielder's throwing as if to throw out a runner attempting to score at home plate
- Outfielders must make throws on any ball hit to them that can reasonably be played and will not be penalized for unplayable batted balls
- Three open faced barrels will be set up as primary targets to the immediate right of home plate with support barrels positioned on each side
- Throws hitting any of the three primary targets or support underneath are 3 points. Throws hitting the standing support barrels are 1 point.
- Final score is the cumulative total of all ten throws from the two rounds
- Top two outfielders advance to the final with scores resetting to zero
- Final consists of one round of five throws each. Same rules as before.
 - Tie-Breaker: Alternating throw-off. Higher total wins. If still tied, they'll continue with alternating throws until a winner is determined.



Event #5: Home Run Derby

- Four contestants get 4:00 each to hit as many home runs as possible
- The clock starts on the first pitch
- The ball must land before the next pitch can be thrown
- Contestants get two untimed timeouts during each round
- Batters are allowed to take as many pitches as they want without any penalty, though the clock will continue to run unless they call a timeout
- Pitchers can throw until the clock hits :00; any ball that is out of the pitcher's hand before time expires counts
- The two contestants with the most home runs after 4:00 move on to the final round
- Final round timer is 2:00
- Players will get one untimed timeout in the final
- In case of a tie, hitters will have an alternating swing-off until someone hits a home run. If it's still tied after five swings, they'll both get one swing and the ball that goes the furthest is the winner

Standings Format

- The winner of each skill event receives three points for his team
- Second place receives one point for his team
- The team with the most points at the end of five competitions will be named the overall winner

Prizes:

Charities: \$2,000 for the winning team

\$1,000 for the second-place team

\$200 for each individual event winner

Players: \$1,000 split among the winning team

\$500 split among the second place team

\$100 for each individual event winner