

The Ripken Experience – Myrtle Beach

Skills Competitions

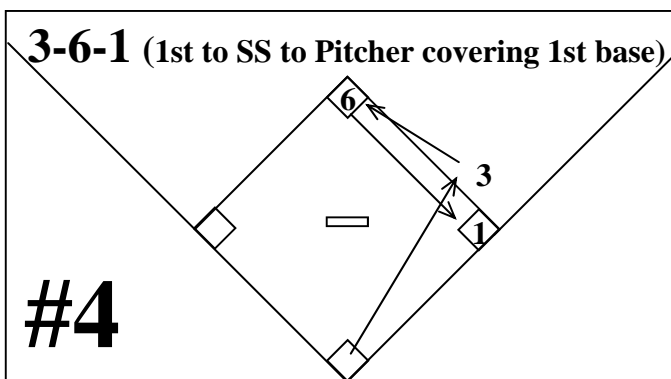
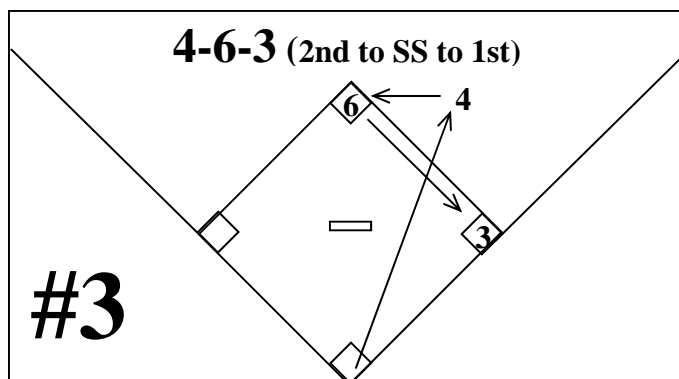
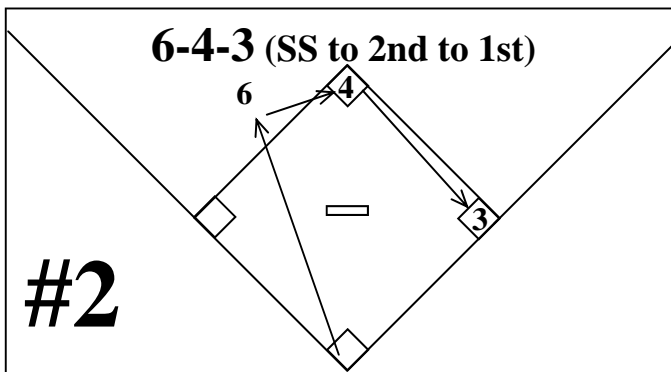
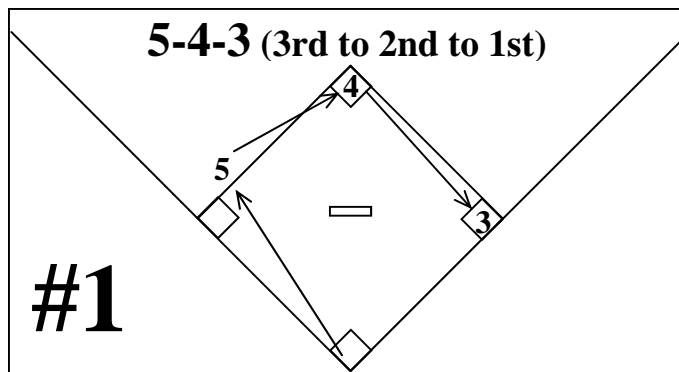
The Ripken Experience will conduct a skills competition for each age group during our summer weeklong tournaments. Each manager will need to fill out the Skills Competition Roster designating which players will compete in each competition. Each player on the team will compete in one event with 1 player in the Home Run Derby, 6 players in the Turn Two Competition, and all remaining players in the Bean Bob Competition.

Home Run Derby

1. One player from each team will participate in the Home Run Derby
2. A coach from each team will pitch for the derby and each participant will receive 7 “outs”. An “out” is defined as any swing that does not result in a homerun over the fence in fair territory.
3. The individual with the highest number of homeruns will be the winner. If no homeruns are hit, the player with the longest hit will be declared the winner. If there is not a clear longest hit, the remaining players will have a final round to determine the winner.

Turn Two Competition

1. Each team will have a fielder at all 6 infield positions (pitcher, catcher, 1st, 2nd, 3rd, and SS).
2. A machine will roll the ground ball to a fielder. They fielder must catch the ground ball and then throw to the appropriate base to start the double play. The next fielder will then throw to 1st base to complete the double play. The first baseman (or Pitcher covering first) will then throw the ball back to the catcher.
3. Once the catcher receives the throw and places the ball in the bucket, the next ground ball will be put through the machine.
4. MISSED GROUND BALL - the fielder can choose to play the ball or raise his hand for a new ground ball.
5. OVERTHROW - If there is an overthrow, the player that was to receive the throw can choose to go after the ball or pick up a replacement ball. In either case, the player must first touch the base that the throw was originally intended for and then throw to the next base.
6. The competition will be timed from the start of the first groundball to the completion of the last double play. A failure to record any one of the “outs” will result in a 3 second penalty. The team with the lowest time will be the winner.



Bean Bob Competition

1. All remaining players on each team that are not participating in the Home Run Derby or the Turn Two Competition will compete in the Bean Bob event. Each team must have at least 3 individuals competing in Bean Bob meaning that a team could have up to two kids competing in two events if necessary.
2. Each participant will have 3 throws toward a series of targets attempting to earn points for their team total. Distance will be 60 ft. for 10u – 12u and 70 ft. for 13u and older. Points will be awarded as follows: 1 point = blue instant screen, 3 points = black base of Bob, and 5 points = head or chest of Bob.
3. Any throw that hits the ground before hitting the target will not be awarded points.
4. Points will be added up for each participant from a particular team and then divided by the number of participants from that team to determine each teams final score. The team with the highest average will be the winner.