

DEEP RUN VALLEY LITTLE LEAGUE SKILLS FESTIVAL & HOME RUN DERBY EVENTS & RULES

HOME RUN DERBY (Hitting Event)

T-Ball / Minor B

Each player will get 10 good pitches. The field is marked with cones. Hit must land in fair territory.

- * Points as follows:
 1. Hit lands before first row of cones = 1 Point
 2. Hit lands after first row of cones and before second row = 2 Points
 3. Hit lands after second row of cones > Home Run = 5 Points
- * Total score for each player and enter on team score card.

Minor A / AAA / Majors / Juniors / Seniors

Will be conducted by the Philadelphia Phillies Home Run Derby Team.

- * They will explain the rules, similar to above
- * Use Phillies Home Run Derby score card for this event
- * Top 3 finishes move on to represent Deep Run at future events
- * Age breakdown provided by The Phillies
- * All teams advise Phillies staff of player ages.

ROAD RUNNER (Speed Event)

All Divisions

- * One trip per player around the bases. Use stop watch to time them and record time on team score card. All bases must be touched and player should start with back foot on home plate. Watch stops when player touches home plate.

ROCKET ARM (Throwing Distance Event)

All Divisions

- * Each player will get three throws
- * Can get a running start and let go of ball behind throw line, may travel over line once they let go of ball. One fault allowed only and allow another throw.
- * Record their longest throw on the team score card
- * Distance marked on ground, tape measure provided Round up to the nearest foot
- * Distance is where the ball strikes the ground, not where it stops.

GOLDEN ARM (Throwing Accuracy Event)

All Divisions

- * Each divisions throw line is clearly marked
- * Each player will get five throws to the target from behind the line
- * Points as follows:
 1. throw bounces and hits target = 1 Point
 2. throw hits target, but not in catch net = 2 points
 3. throw lands in catch net = 5 points
- * Total points from all three throws and enter on team score card