

DRILLS COMPETITION (Saturday 1-4 / Field #8)

Catching

Competition Drill 1:

- Catcher wearing full gear would be thrown a ball.
- A timer would start a stopwatch when the ball is received by the participant and stop it when the ball is successfully thrown from behind the plate to 2nd base.
- Fastest time would be 1st place and so forth.
- Five throws from this position/skill.
- A blue batting statue would be placed at 2nd and first. Statue has to be struck by the ball for time to qualify.

2nd Competition drill:

- Ball is set on a marked spot 6 feet in front of the catcher.
- Catcher is in position behind home plate.
- Timer signals go and starts the clock.
- Catcher moves from behind home retrieves ball and throws to 1st base.
- Fastest time would be 1st place and so forth.
- Five throws from this position/skill.
- A blue batting statue would be placed at 2nd and first. Statue has to be struck by the ball for time to qualify.

Hitting (Saturday 1-4/ Field #7)

Competition Drill #1:

- Players will bat against 10 Balls from a machine.
- Pitched from age appropriate distance and rate of speed for each age group.
- Batter can select pitches.
- Score is kept for 10 balls pitched.
 - 0 Points for foul tips and foul balls
 - 1 Point for balls that land in the infield prior to hitting grass
 - 2 Points for balls into the grass
 - 5 Points for home runs

BONUS BALL: A target will be set in center field. It will be moved back as age groups get older. One ball will be hit. The distance the ball ends up from the target will be measured. This will be used as the tie breaker.

Outfield (Sunday 1:30 – 4:00/ Field #8):

Competition Drill #1:

- Pitching machine will be set up on the pitching mound and pointed to the grass.
- Participant will come onto field from the outfield gate.
- Four cones will be set up in a diamond shape.
- Five balls will be thrown from the machine into the center of the diamond (from each location or 20 total balls).
- Outfielder will transition to the ball location and attempt to catch the ball.
- Once ball is caught/retrieved it will be thrown to 2nd base.
 - Two (2) points will be given for all balls caught.
 - Two (2) points for balls that are successfully thrown to 2nd base with no bounces.
 - One (1) point for a one hop to the 2nd base.
 - Zero (0) points for balls that are not caught.
 - Zero (0) points for uncatchable balls at the 2nd base.
- Diamonds/cones will start at 10 feet of grass and move back 10 feet for each age group.
 - Ages
 - 12/14 (50 feet of grass)
 - 16-18 (75 feet of grass)

Distances may be modified.

Pitching (Saturday 1-4 / Softball Hitting Nets)

Competition Drill #1:

- A volleyball on a batting tee.
- Pitcher will throw 5 balls at the volley ball.
- If the volleyball is knocked off the target the pitcher gets a point.
- The tee/volleyball will be moved as follows:
 - Tee set on right side of plate - 5 balls pitched.
 - 1 point for ball being knocked off tee
 - Tee set on the middle of the plate – 5 balls pitched.
 - 1 point for ball being knocked off tee
 - Tee set on the left side of the plate – 5 balls pitched.
 - 1 point for ball being knocked off tee
 - Tee set on the middle of the plate volleyball is REMOVED and replaced with a softball– 5 balls pitched.
 - 1 point for ball being knocked off tee

- The participant will be timed. Time will only be used for tie breakers. Fastest time wins.

Running (Sunday 10-1/ Field 7)

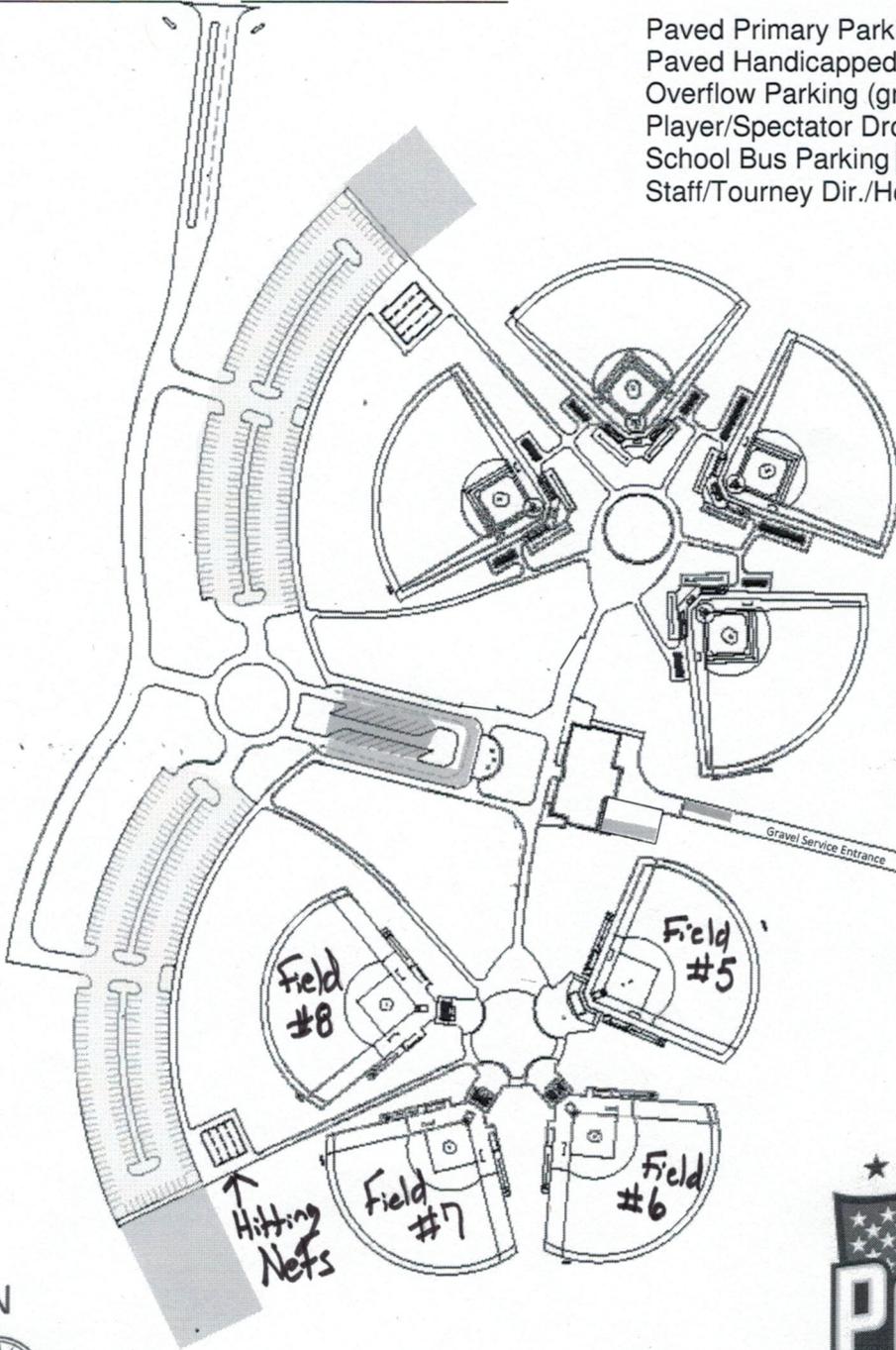
Competition Drill #1:

- The timer will start the clock and yell go.
- This competition has 3 parts:
 - Participants will be timed running to first.
 - Participants will be timed running all four bases.
 - Participants will be timed running a pickle drill.
 - The pickle drill will consist of two cones placed between 1st and 2nd base. The runner will start on 1st base, run to a cone placed at 20 LF from 2nd base. The contestant will touch the cone then run back to a cone placed 10 feet from 1st base. The contestant will touch the cone and run to 2nd base.
- All three times (run to 1st, running the bases and pickle drill) will be added together to determine placement.

PATRIOT PARK PARKING MAP

56th Street

- Paved Primary Parking
- Paved Handicapped Accessible Parking
- Overflow Parking (grass)
- Player/Spectator Drop-off/Pick-up
- School Bus Parking
- Staff/Tourney Dir./Head Umpire Parking



Piper Avenue (gravel)
Campers / RV's
 Cessna Street (gravel)
 Airport Road

Hitting Nets

