

2017 St. Jude Brad Wallin Memorial Tournament

10u Skills Contests Information

10u Home Run Derby (Louisville Slugger #3) Saturday 6:00pm

1 player from each 10u team will be allowed to compete in the home run derby.

- Each hitter provides their own pitcher -- can be any coach, Dad, or another player.
- Each player gets ten (10) outs in the first round to hit as many HR's as they can. An out is any swing that does not result in a home run.
- Top five scores will advance to the final round. Final round hitters will get seven (7) outs each. Home run totals are reset to zero in the final round for all hitters.
- Awards presented to the top three HR hitters.

10u Speed Burner Contest (Louisville Slugger #4) Saturday 6:00pm

2 players from each 10u team will be allowed to compete in the speed burner contest.

- Each player will run the bases starting and ending at home plate.
- A five second penalty will be assessed if a player misses a base.
- Time starts when the runner's foot leaves home plate and ends when home plate is touched.
- Top five times will advance to the final round. Times are all reset to zero for the final round.
- Awards presented to the top three runners.

10u Around the Horn Contest (Louisville Slugger #5) Saturday 6:00pm

9 players from each 10u team will be allowed to compete in the around the horn contest.

- Each team will field nine players at each position. There will be markers set at the outfield locations.

- Each base must be tagged, including outfield markers during the round. Players may tag the base with glove or any part of the body.
- A five second penalty will be assessed for any base that is not tagged.
- The order of the throws is as follows:
 - Pitcher throws the baseball to the Catcher. Time begins with the release of the throw from the Pitcher.
 - Catcher touches home plate and throws to the Third baseman tagging Third base.
 - Third baseman throws to Second baseman tagging Second base.
 - Second baseman throws to First baseman tagging First base.
 - First baseman throws to Catcher tagging Home plate.
 - Catcher throws to Shortstop tagging Second base.
 - Shortstop throws to Right Fielder touching the marker.
 - Right Fielder throws to Center Fielder touching the marker.
 - Center Fielder throws to Left Fielder touching the marker.
 - Left Fielder throws to Catcher tagging home plate to stop the timer.
- Top five teams with the lowest times will advance to the final round. Times are all reset to zero for the final round.
- Awards presented to the top three teams.