

MAJORS & JUNIORS COMPETITION RULES

FOR THE MIT MAJORS TEAMS, YOU CAN NOT HAVE ALL OF YOUR PLAYERS SIGNUP FOR THE HR DERBY. **YOU MUST SPLIT YOUR PARTICIPATING PLAYERS INTO 3 GROUPS** AND ENTER YOUR PLAYERS IN ONE OF THE 3 COMPETITIONS, HITTING, SPEED AND THROWING THAT BEST SUITES EACH OF THEM.

FOR THE MIT JUNIORS TEAMS, YOU CAN NOT HAVE ALL OF YOUR PLAYERS SIGNUP FOR THE HR DERBY. YOU MUST SPLIT YOUR PARTICIPATING PLAYERS INTO 3 GROUPS AND ENTER YOUR PLAYERS IN ONE OF THE 3 COMPETITIONS, HITTING, SPEED AND THROWING THAT BEST SUITES EACH OF THEM.

FOR THE MIT TBALL TEAMS, SEE THE ATTACHED TBALL COMPETITION RULES DOC.

WE ASK THE MIT COACHES TO TRY AND HELP OUT WITH THE VARIOUS COMPETITIONS. IT WILL TAKE SOME TIME, SO WE ALL NEED TO BE PATIENT AND WAIT OUR TURN. WHILE ONE GROUP OF PLAYERS IS HITTING, THE OTHER GROUP WILL BE IN THE CAGES AND ANOTHER GROUP WILL BE SHAGGING THE BALLS IN THE OUTFIELD.

AFTER THE OPENING CEREMONIES, WE WILL HAVE MLL MEMBERS PASSING OUT YOUR TEAMS MIT PINS, MIT SCOREBOOK, MIT TEAM BOOKLETS, AND YOU WILL HAVE AN OPPORTUNITY TO SIGN UP TO PRACTICE IN OUR INDOOR TRAINING FACILITY.

THANK YOU.
RICH ZINGARO
MANCHESTER LITTLE LEAGUE - MIT

HR DERBY

- ~ EACH PLAYER GETS 1 ROUND OF HITTING.
- ~ ROUND 1 = 7 SWINGS WITH CONTACT.
- ~ OVER THE FENCE IN THE AIR = 3 POINTS.
- ~ HITTING THE FENCE/WALL OR WARNING TRACK IN THE AIR = 2 POINTS.
- ~ HITTING IT PAST OUTFIELD CONES IN THE AIR = 1 POINT.
- ~ AT THE END OF ROUND ONE, TOTAL UP THE POINTS AND THE TOP 5 PLAYERS MOVE ON TO THE FINAL ROUND.
- ~ ALL PREVIOUS TOTALS ARE NOW ERASED.
- ~ FINAL ROUND = 10 SWINGS WITH CONTACT.
- ~ TOP 3 PLAYERS W/MOST POINTS IN FINAL ROUND TAKE 1ST, 2ND & 3RD PLACE

NOTE: FOR HR DERBY, THE HOME PLATE MAY BE MOVED UP ON BOTH FIELDS, APPROX 40'-50. FIELD 1 (MAJORS) & FIELD 4 (JUNIORS).

SPEED COMPETITION

- ~ EVERY PLAYER GETS 3 ROUNDS OF RUNNING
- ~ ROUND 1 = TIME PLAYER FROM HOME TO 1B
- ~ ROUND 2 = TIME PLAYER FROM HOME TO 2B
- ~ ROUND 3 = TIME PLAYER FROM HOME TO HOME
- ~ AT THE END OF ROUND THREE, TOTAL UP THE TIMES AND THE TOP 5 FASTEST PLAYERS MOVE ON TO THE FINAL ROUND
- ~ ALL PREVIOUS TOTALS ARE NOW ERASED
- ~ FINAL ROUND = TIME PLAYER HOME TO HOME
- ~ TOP 3 PLAYERS W/FASTEST TIMES IN FINAL ROUND TAKE 1ST, 2ND & 3RD PLACE

NOTE: FOR THE SPEED COMPETITION FIELD 3 (MAJORS) & FIELD 2 (JUNIORS) WILL BE USED.

THROWING ACCURACY

- ~ EVERY PLAYER GETS 3 ROUNDS OF THROWING.
- ~ ROUND 1 = 5 SHORT THROWS INTO TARGET.
- ~ ROUND 2 = 5 MEDIUM THROWS INTO TARGET.
- ~ ROUND 3 = 5 LONG THROWS INTO TARGET.
- ~ THROWING THE BALL TO THE OVERALL TARGET = 1 POINT.
- ~ THROWING THE BALL INTO SQUARE ON TARGET = 3 POINTS.
- ~ AT THE END OF ROUND THREE, TOTAL THE POINTS & THE TOP 5 ACCURATE THROWERS MOVE ON TO THE FINAL ROUND.
- ~ ALL PREVIOUS TOTALS ARE NOW ERASED.
- ~ FINAL ROUND = 10 LONG THROWS INTO TARGET.
- ~ TOP 3 PLAYERS W/MOST POINTS IN FINAL ROUND TAKE 1ST, 2ND & 3RD PLACE

NOTE: FOR THE THROWING ACCURACY, THE ITF WILL BE USED.