

# Instructions for TEAMS - NSA World Series TEAM SKILLS

These events will be offered between 3:00 and 7:00 PM

UPDATED 7-2-26



**Although this format goes rather quickly, please plan your arrival time accordingly. We will not be able to control if most teams wait until close to the last minutes to try to fit in the events, you may not have time to participate!**

1. **NO METAL CLEATS! Team Rep will pick up the team SKILLS CARD at the CVA tent.**  
Near Fields #4 - #5 - #7 - #8 where the skills will take place.

2. **Team is to bring Entire group of Players & Coaches at one time - these are TEAM Events.**  
**WITH their SKILLS CARD** to your field:

**\*\* STAFF AT THE PARK WILL TELL YOU WHICH FIELD will be your SKILLS FIELD**

**\*\* Each team's skill card will have their name/age group and place for the results.**

**ALL Four skills will be completed in one visit at your field.**

**FAQ:** These events are based on having MULTIPLE players + Coaches participate, BUT if you will not have all players available on opening day, you can have player(s) participate in multiple events.

3. NSA Staff will take the team's card to write in Times/Outfield Counts, and 3-Leg Race Skills can be completed in any order on the field.  
Each Skill can only have ONE entry per team.

4. When the team has completed the skills, NSA STAFF will KEEP the CARD and a staff member will total the times & write in the counts/times for all events.

5. See Below for instructions on how the skills are intended to be run.  
Events may NOT be run in this order – but all will be completed with one visit to a field.

## **EVENTS:**

#1 **Fastest Touch 'em All: (3 player relay)** Each team will be allowed one entry. TIMED EVENT  
Players will only get ONE attempt to be timed for this event.

Each player will run from Home plate around bases back to home plate and then 2<sup>nd</sup> player will run bases to home plate and then 3<sup>rd</sup> player. Start the time when the first Player is told to "GO" - Time will stop when the third runner touches home plate. Volunteer will write down the time on the card.

#2 **Outfield Accuracy – (Up to 12 Players)** Each team will be allowed one entry. Each entry will be comprised of 12 THROWS. Players will attempt to hit a target (NET) at home plate from Center field. The overall number of throws that hit the target will be recorded. Each TEAM will get 12 throws – 4 girls/3 Throws each or 1 girl / 12 Throws, etc.

#3 **Round the Horn: (5 Players needed)** Each team will be allowed one entry. Team will be timed based on the speed in which they are able to throw the ball around the bases. Each team will take their infield bases with shortstop starting at 2<sup>nd</sup> base. The ball will begin at CATCHER who throws to 2<sup>nd</sup> base to the shortstop (who is standing on 2<sup>nd</sup> base) Shortstop throws to 1<sup>st</sup> base who then throws to 3<sup>rd</sup> base, 3<sup>rd</sup> base to 2<sup>nd</sup> base and then 2<sup>nd</sup> base to Catchers standing on home plate.

Timer will start when the team is told to "GO" and stop when the ball returns to the catcher at Home Plate.

**Each team will get 2 consecutive attempts for Round the Horn.** The BEST time of the two will be recorded.

#4 **Tie Breaker - Two Coaches or a Coach/Parent (ADULTS) 3 Leg Race:** Participants will be timed for 60 feet – same distance as from home plate to 1<sup>st</sup>. – One Attempt only for this event. This event will be used as a TIE BREAKER for the Player Events.

We will award winners as follows for each Age Group on Announcement day & Winners will be posted on the website:

1. Each Skill - Including 3 Leg Race – (Plus the Coach/Parent 3 Leg Race time will be used in case of TIE)
2. Total of all three (3) Player skills combined – (The Coach/Parent event will be used in case of TIE) in skills.