



# SRLL Home Run Derby Rules

As of 3/1/22

## General Guidelines

- T-Ball, Rookies and MAPS - Each participant has 10 swings per round to accumulate as many points as possible. If a player does not swing, it doesn't count.
- All other divisions - Each participant has a minute to accumulate as many points as possible.

## Point Scale

- 0 points - Swing with no contact
- 1 point - Foul Tip / Foul Ball
- 5 points - Fair Ball
- 10 points - Outfield hit
- 20 points - Ball makes it to the fence
- 100 points - Home Run

## Approach

- Ball Delivery:
  - T-ball & Rookies will have the option to hit off the tee or coach pitch.
  - MAPS will hit coach pitch.
  - For all other divisions balls will be pitched by the pitching machine.
- Home plate will be moved to allow for the best chance of hitting over the fence based on division.
  - Example: T-ball players will be hitting off tee in centerfield
- In the event of a tie there will be a swing-off between the teams who are tied that will determine which team wins. Each team will receive three (3) additional swings per player, the team with the most points will be crowned the champion. The additional swings will repeat until the tie is broken.

## Equipment

- Balls - Soft yellow balls are being used for T-ball, Rookies and MAPs. Little League approved baseballs are used from Lower Minors and up. Balls will be provided at the event.
- Bats - Little League approved USA bats
- Helmets - Use of the helmet by the batter is mandatory.