



Ripken Quickball Skills Game

Diamond Derby

Batter's Goal:

"To score a point, hit the ball past the fence markers in the air or on the ground. Get a bonus point for every hit up the middle."

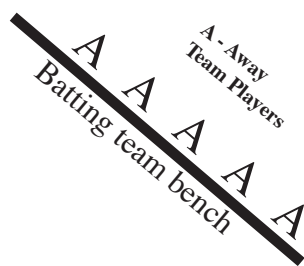
Fielder's Goal:

"Think like a goalie. Stop, knock down or catch every ball hit your way!"



Note: Each batter gets 1 swing, rotates quickly to the back of the line and waits to hit again. There is no baserunning.

Any ball stopped in front of the fence or caught in the air behind the fence prevents a point.



Time Limit: 2 minutes per team at bat

Teams
A — Visitors
H — Home