



Ripken Quickball Skills Game

Team Relay Game

Time Limit: None

Fielder's Goal:

“Teamwork. Be the quickest team to execute good relay throws to the end of the line and back.”



A - Away Team



H - Home Team



Team 2

Note: There should be a field marker (a cone or ball) located next to each player. If the player misses the throw, he or she must retrieve the ball, return to their marker and then relay the ball.

Teams
A — Visitors
H — Home