



**2026 WOC Stars & Stripes Spectacular**  
**TEAM EVENT/SKILLS CHALLENGES**  
**Thursday, July 2<sup>nd</sup>, 2026 (2PM-5PM)**

Bragan Baseball Complex: 8000 Baymeadows Road East, Jacksonville, FL 32256



**ALL TEAMS** will be able to participate in the skill challenges, and all players need to be able to compete as a part of at least one (1) challenge. The three challenges for each division are below:

All challenges will take place at the Bragan Baseball Complex at Fort Family Regional Park – ON Field 1 (15U, 17U, & 19U), Field 2 (11U & 12U) and Field 3 (9U & 10U). **IT IS HIGHLY ENCOURAGED FOR ALL TEAMS TO WATCH EACH CHALLENGE AND CHEER ON THEIR TEAMMATES/PROGRAM.**

- **14U/15U Challenges Field 1 (beginning at 12:00 PM)**
  - Team Relay Competition (9 players, include your starting LF/CF/RF) – BEST TIME WINS
  - Turn-Two Competition (6 players, include your starting 3B/SS/2B/1B/C/P) – BEST TIME WINS
  - Home Run Derby (1 player per team – timed rounds – Top 2 advance to finals)
- **16U/17U Challenges Field 1 (beginning at 1:30 PM)**
  - Team Relay Competition (9 players, include your starting LF/CF/RF) – BEST TIME WINS
  - Turn-Two Competition (6 players, include your starting 3B/SS/2B/1B/C/P) – BEST TIME WINS
  - Home Run Derby (1 player per team – timed rounds – Top 2 advance to finals)
- **18U/19U Challenges Field 1 (Beginning at 3:30 PM)**
  - Team Relay Competition (9 players, include your starting LF/CF/RF) – BEST TIME WINS
  - Turn-Two Competition (6 players, include your starting 3B/SS/2B/1B/C/P) – BEST TIME WINS
  - Home Run Derby (1 player per team – timed rounds – Top 2 advance to finals)
- **11U/12U Challenges Field 2 (beginning at 1:00 PM)**
  - Team Relay Competition (9 players, include your starting LF/CF/RF) – BEST TIME WINS
  - Turn-Two Competition (6 players, include your starting 3B/SS/2B/1B/C/P) – BEST TIME WINS
  - Home Run Derby (1 player per team – timed rounds – Top 2 advance to finals)
  - 11U will do all challenges 1:00 PM – 3:00 PM / 12U will compete 3:00 PM – 5:00 PM
- **9U/10U Challenges Field 3 (beginning at 1:00 PM)**
  - Team Relay Competition (9 players, include your starting LF/CF/RF) – BEST TIME WINS
  - Turn-Two Competition (6 players, include your starting 3B/SS/2B/1B/C/P) – BEST TIME WINS
  - Home Run Derby (1 player per team – timed rounds – Top 2 advance to finals)
  - 9U will do all challenges 1:00 PM – 3:00 PM / 10U will compete 3:00 PM – 5:00 PM

## **DETAILED COMPETITION EXPLANATIONS BELOW (Will explain again on field before comps)**

### **Team Relay Competition**

1. 9 Players will compete in this competition. All players who have not participated in HR derby or Turn Two must participate in the relay event. If you do not have 9 players who have not competed in a single event left, you can have a player who competed in one of the other events participate.
2. The relay will start with all 9 players standing on their designated cone. Cones will be set in LF, 3rd Base, and right-handed batter's box; CF, short stop, and home plate; and RF, 2<sup>nd</sup> Base and left handed batter's box.
3. The relay will start with a drop of the hat. The player in LF will sprint to the LF wall where a baseball will be sitting. That player will pick up the ball and throw a relay to the 3rd baseman, the 3rd baseman will then throw the ball to the catcher standing to the left of home plate.  
  
Once the catcher catches the ball, that will signal the player in CF to sprint to get a ball sitting against the CF fence. The CF fielder will pick up the ball and throw a relay to the SS. The SS will then throw the relay to the second catcher standing on Homeplate. Once the catcher catches the ball, that will signal the player in RF to sprint to get a ball sitting against the RF fence. The RF fielder will pick up the ball and throw a relay to the 2<sup>nd</sup> baseman. The 2<sup>nd</sup> baseman will then throw the relay to the third catcher standing on in the left-handed batter's box.
4. The clock will be continuous and will not stop until all 6 relay throws are completed, and the final ball is caught at home plate.
5. Players must start on their cones, however once the outfielder in each position runs for the ball, the next relay player is free to move around.
6. Each team will get 2 attempts with the fastest overall time being crowned our winner.

### **HOME RUN DERBY COMPETITION**

1. Two players from each team will participate in the Home Run Derby. All players will hit from Homeplate.
2. There will be two rounds of competition. The first round will determine who makes the finals.
3. The top two players after round 1 will match up in Round 2 for the finals. If there are 2 or more players tied for the 2<sup>nd</sup> most home runs, they will also move to the final round.
4. A coach will pitch to their player and each team should have a player in full catcher's gear ready when their team is up.
5. Each player will have one (1) minute to accumulate as many home runs as possible.
6. Following the hitter's 1 minute, he/she will have 1 more swing at the "bonus ball".
7. In the event of a tie for the most home runs in the finals, all tied participants will compete in a 1 minute swing off with a "bonus ball"
8. The champion crowned with the most home runs at the end of the finals round.

## Turn-two Competition

1. Each team will have a fielder at all 6 infield positions (pitcher, catcher, 1st, 2nd, 3rd, and SS).
  2. A coach will hit a ground ball to a fielder. The fielder must catch the ground ball and then throw to the appropriate base to start the double play. The next fielder will then throw to 1st base to complete the double play. The first baseman (or Pitcher covering first) will then throw the ball back to the catcher.
  3. Once the catcher receives the throw and has clear possession, the next ground ball can be hit by the coach.
  4. MISSED GROUND BALL - the fielder can choose to play the ball or raise his hand for a new ground ball.
  5. OVERTHROW - If there is an overthrow, the player that was to receive the throw can choose to go after the ball or pick up a replacement ball.
- In either case, the player must first touch the base that the throw was originally intended for and then throw to the next base.
6. The competition will be timed from the start of the first groundball to the completion of the last double play. A failure to record any one of the “outs” will result in a 3 second penalty. The team with the lowest time will be the winner.

