2026 Battle of Omaha

Skills Challenge & Pin Trading Event

**NP Dodge Park**

 **11001 John J Pershing Drive Omaha NE 68112 Ponca Hills, North Omaha**

Battle of Omaha is pleased to offer a skills challenge and pin trading for those teams attending Session 1 and Session 3 of the tournament. All teams are encouraged to trade pins at this event if they decide not to be part of the skills challenge. There will be limited style tournament t-shirts for sale as well.

This is a donation driven event; we are asking for each team that participates to make a donation of $75.00. For those that are not going to be part of the skill challenge, you are welcome to donate as well. We will be helping our local shelters in supporting their mission in the community.

Here are the details of the Skills Challenge and Pin Trading:

* If you plan to do the skills challenge, you can register for it online while registering for the tournament. The maximum number of slots per age group for 13u, and 14u is 10. The maximum number of slots across the 10u, 11u, and 12u is a total of 20 teams. (once the combo of these 3 ages hit a total of 20 teams, it will be closed) (a minimum of 4 teams per age group to have the challenge; 11u/12u may be combined, or combination thereof)
* Session 1, Thursday, June 11. 5:00pm – 7:30pm
* Session 3, Friday, June 19. 5:00pm – 7:30pm
* If the 10u age group is full then the 11u/12u will be extended to 9pm to accommodate a total of 16 time slots.
* Each team will have a 15-minute slot assigned to them to complete their challenge within 10-12 minutes
* Make sure your team is warm and ready to go 15 minutes prior to your slot time. You may be going prior to your start time in order to stay ahead of schedule
* Your team will perform all 4 challenges on the field you are assigned
* Make sure you bring your own equipment (baseballs, bats, gloves, etc.)
* Challenges are roadrunner, around the horn, bunting, and cut and relay
* Roadrunner and cut and relay will happen simultaneously followed by the other two events
* Winners for each age group will be posted to our website the next day. The winners of each age group will get a Skills Challenge prize.

**The Events**

**Roadrunner.** 2 participants per team. 70’ base paths for 10u, 11u, 12u. 80’ base paths for 13u, and 90’ base paths for 14u. Each player must run around the bases once as if running out an inside-the-park home run, for a total of 4 bases. Once the player touches home plate then the next player can take off running from home plate. If a player misses a base or leaves home plate early, then there will be a 3 second penalty. Once both players from a team have completed one trip around the bases each, the teams total time will be recorded.

**Cut and Relay.** 5 participants per team. You will be equally spread out on the outfield grass with the ball starting on the outfield foul line. You will be timed by throwing the ball to one another in the line; going up and back for your time. If the ball goes over the head of a player while transitioning or ball dropped by a player, the ball must return to the foul line for restart with the clock still running. Each team will be given two timed attempts. The best time will be recorded.

**Around the Horn.**  6 participants. Each team will have the following position players in an infield: P, C,1B, 2B, 3B, SS. The ball will start with the P. P throws to the C to start the time event. The C can either throw to the SS or 2B. All players must be no closer than the base path to receive the ball. The time will start when the ball leaves the P hands and will be completed with the C receives the ball back. The ball rotation can be one of two ways: P-C -SS-2B-3B-1B-C, or P-C-2B-SS-1B-3B-C. if the ball drops at any time during the throwing rotation, the ball must start again with P with the time still running. Each team will have two attempts, and best time will be recorded.

**Bunt Challenge.**  2 participants. Each player will receive 4 pitches from their coach. There will be targets that will have a point value (both positive and negative). Total point scores from the 2 participants will be recorded for your team score.

**Team Scoring.** To determine the overall team winner by age, a total team score will be calculated based on how you placed in each event against your age group.

* 1st place in any event – 25 points
* 2nd place in any event – 15 points
* 3rd place in any event – 10 points
* 4th place and below in any event – 5 points
* Example. Team Spartan finished 1st in bunting (25pts.), 6th in cut and relay (5 pts,), 3rd in around the horn (10 pts.), 2nd in baserunning (15 pts.). Their total team score would be 55 points.
* If there is a tie amongst teams in determining the challenge skill winner of a particular age group, we will use the following tiebreaker, (in the following order)
	+ Best team’s Around the Horn time, if still a tie,
	+ Best team’s Bunt Challenge score, if still a tie,
	+ Best team’s Roadrunner time, if still a tie,
	+ Best team's Cut & Relay time