



WELCOME

Major League Baseball® and Pepsi® would like to thank you for participating in the exciting Pepsi® Major League Baseball® PITCH, HIT & RUN™ competition. This national skills program provides boys and girls, ages 7 – 14, the opportunity to showcase their pitching, hitting & running abilities.

PITCH, HIT & RUN™ is administered nationally by LEJ Sports Group. This easily executed program includes four levels of competition, including the National Finals at the 2007 Major League Baseball® All-Star Game®.



MISSION STATEMENT

PITCH, HIT & RUN™

To provide youngsters across the country with an opportunity to participate, free of charge, in an exciting baseball skills competition; to provide youth organizations with an easily administered program that communicates effectively, supplies consistent and timely information, and delivers all materials on schedule in an effort to provide the highest quality program of its kind.

PITCH, HIT & RUN™ is intended to encourage youth participation and emphasize the "FUN" element of baseball competition. Since there is no registration fee for this program, every boy and girl, ages 7-14, will have a chance to compete. Participants will compete in three important aspects of baseball: pitching, hitting & running.

PROGRAM OVERVIEW

PARTICIPANTS

All participants must fill out a registration/waiver form obtained from selected civic and youth organizations. Boys and girls, ages 7-14, must provide a copy of a valid birth certificate or baptismal record for age verification. Any participant who competes in more than one local competition will be disqualified from the PITCH, HIT & RUN™ competition.

AGE GROUPS

The four age groups are: 7-8, 9-10, 11-12, and 13-14 with boys and girls competing together (age is determined as of July 17, 2007). See age verification on page 23.

STRUCTURE

PITCH, HIT & RUN™ is established in geographic regions surrounding each Major League Baseball team market. The regions encompass neighboring states, when necessary, to ensure the availability of the program to all young baseball fans. Youngsters may advance through four levels of competition – Local, Sectional, Team Championship and National Finals.

LEVELS OF COMPETITION

There are four levels of competition that a youngster has the opportunity to advance through to participate in the National Finals. These levels are: Locals, Sectionals, Team Championships and the National Finals.

Local Level

March 1 – mid May*

Each host organization may conduct as many Local competitions as needed. It is recommended that a Local competition consist of a minimum of thirty (30) youngsters. It is also recommended that Locals be held from March 1st to mid-May. If you have questions as to the last date to host a Local competition, please contact your State Coordinator.

IMPORTANT NOTE: In order to have a youngster advance to subsequent levels, your Local competition must be registered with your State Coordinator, and all registration forms must be on file at PITCH, HIT & RUN™ National Headquarters in order to deem your Local competition "official".

Sectional Level

mid May – late May*

The second level of competition consists of the Champions from the Local competition. These competitions should be held as soon as the Locals are completed in that geographic area (i.e. several Locals feed into one Sectional competition that represents a specific geographic area). Sectionals should be conducted during May.

Team Championship

June 1 – 30

This level of competition will be hosted at the thirty (30) Major League Baseball ballparks. Team Championships will be conducted throughout weekends in June.

National Finals

July 9 – 12

The final level of competition concludes at the 2007 All-Star Game in San Francisco, CA. The top sixteen (16) youngsters will compete for the National Championship during All-Star Week™.

*The dates listed above are "suggested dates". Weather permitting; the competition begins nationwide in March. The date of the Team Championship in each Major League Baseball® market will determine how late a corresponding Sectional competition may be scheduled.

COMPETITION RULES

Tiebreakers

In the event of a tie for the All-Around Champion, the youngster winning more individual events (Pitching, Hitting or Running), **among those involved with the tie**, will be named the All-Around Champion. If a tie still exists, the youngster with the higher Hitting score, among those involved with the tie, will be named the All-Around Champion. If a tie still exists, the Running scores of those involved with the tie will be used to determine the All-Around Champion.

In the event of a tie for an individual skill champion (Pitching Champion, Hitting Champion or Running Champion), there is no tiebreaker. At the Local level, all competitors tying for 1st in each skill event should advance to the Sectional competition and administrators should contact National Headquarters for an additional ribbon(s).

Eligibility

- The competition is free for all participants.
- All boys and girls, ages 7 – 14, are welcome to participate.
- see age verification chart on page 23.
- All participants must provide a copy of a valid birth certificate or baptismal record for age verification. Failure to provide proof of age may result in disqualification.
- **NO METAL SPIKES ARE ALLOWED.**
- All participants must submit a signed registration/waiver form to the local administrator.
- Any participant who competes in more than one local competition shall be disqualified.

Miscellaneous

- In the event of threatening weather conditions, cancellations and rescheduling will be determined by PITCH, HIT & RUN™ officials at the competition site.
- Major League Baseball®, LEJ Sports Group, and state coordinators and organizers of PITCH, HIT & RUN™ reserve the right to make rulings and recommendations regarding PITCH, HIT & RUN™ determined to be in the best interest of the program. All rulings and recommendations are final.
- Participation in PITCH, HIT & RUN™ authorizes Major League Baseball®, Pepsi® and LEJ Sports Group to use participant's name, likeness and other personality rights for promotional use without compensation.

Note: Research has shown that it will take each participant approximately two (2) minutes to complete the competition. Considering this time allotment, if you are expecting 200 kids or more, be prepared to have two (2) fields available or consider having two (2) separate competitions. If only one (1) field is accessible, two (2) days of competition may be needed.

WHO IS AWARDED & WHO ADVANCES

PITCH, HIT & RUN™ consists of four (4) levels of competition: Locals, Sectionals, Team Championships and National Finals. Below is a list of who receives awards and who has the opportunity to advance to the next level.

Local Competition

Each Local host will award the following participants in each age group:

| | |
|------------------------|-------------------|
| All-Around Champion | Pitching Champion |
| All-Around Runner-Up | Hitting Champion |
| All-Around Third Place | Running Champion |

The youngsters that advance to the Sectional competition in each age group are:

| | |
|---------------------|-------------------|
| All-Around Champion | *Hitting Champion |
| *Pitching Champion | *Running Champion |

**Any competitors who tie for 1st in the Pitching, Hitting or Running at the Local level advance to the Sectional competition. If a participant places 1st in more than one skill in his or her age group, including the All-Around Champion, then he or she is the only participant to advance for those skills, unless there are ties for first in the individual skills (pitching, hitting, running only).*

IMPORTANT NOTE: All registration forms must be on file at PITCH, HIT & RUN™ National Headquarters to advance the qualifying youngsters to the subsequent levels of competition.

Sectional Competition

All scores are reset to zero and each youngster participates in ALL three components of the PITCH, HIT & RUN™ competition. If the youngster was an individual skill Champion at a Local Competition, he/she still participates in **all three events**.

Each Sectional host will award the following participants in each age group:

- 1st, 2nd and 3rd Place - Medals
- All Participants - Certificate

The youngsters that have the opportunity to advance to the Team Championship are the 1st place All-Around Champions in each of the age groups. **The All-Around Champions DO NOT automatically advance to the Team Championship.** His/her score must be compared to the other Sectional All-Around Champions in that Major League Baseball team market in order to determine the top four (4) scorers in each age group competing at the Team Championship. All Sectional All-Around Champions will be notified by PITCH, HIT & RUN™ National Headquarters as to their advancement.

A youngster **MUST** be the 1st Place All-Around Champion in his/her age group in order to have the opportunity to advance to the Team Championship.

Team Championship

All scores are reset to zero and each participant competes in all three (3) events. All participants will receive the following:

- PITCH, HIT & RUN™ Hat
- PITCH, HIT & RUN™ T-shirt
- Team Championship Award
- Three (3) tickets to the game

The 1st Place All-Around Team Champion in each age group has the opportunity to advance to the National Finals. **The 1st Place All-Around Champions DO NOT automatically advance to the National Finals.** His/her score is compared nationally to the other thirty (30) Major League Baseball 1st Place All-Around Team Champions to determine the top four (4) scorers in each age group advancing to the National Finals.

National Finals

All scores are again reset to zero and each participant competes in all three (3) events. The Finals will be held at the 2007 MLB™ All-Star Game®. The National Champions in each age group will be honored.



PITCH

Objective: The PITCH portion of the program will test how accurately a competitor can throw strikes from 45 feet to a designated "Strike Zone" target. A pitch hitting ANY portion of the target will be deemed a strike.

Suggested Equipment:

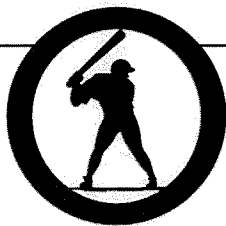
- Six (6) baseballs
- "Strike Zone" target (provided by LEJ Sports Group)
- Pitching rubber (flat) or chalk (pitching mound is optional, but not required)
- Cable Ties (provided by LEJ Sports Group)

Note: Experience has shown that the above equipment listed is the minimum necessary to conduct a successful competition. It is important to have additional numbers in case of equipment failures.

Procedure:

- Each competitor receives six pitches to hit the designated "Strike Zone" target 45 feet away.
- The "Strike Zone" target (17" x 30" banner) reflects a typical MLB™ standard strike zone.
- It is recommended that the "Strike Zone" target be adhered to a backstop/fence or net with the provided Cable Ties. The bottom of the "Strike Zone" target should measure 20 inches from the ground.
- The competitor must start from the pitching rubber or chalk line and deliver each ball to the "Strike Zone" target. Treat the rubber/chalk line just as you would a pitching rubber in a real game. One foot remains in contact with the rubber/chalk line until the ball is released, at which point both feet may follow through and finish in front of the rubber/chalk line.
- Each attempt hitting ANY portion of the "Strike Zone" target is worth 75 points.

Reminder: THERE IS NO TIEBREAKER IN THE PITCH COMPETITION



HIT

Objective: The HIT portion of the program will test a competitor's ability to hit a baseball from a stationary tee, along a tape measure from home plate, toward straight-away centerfield. Hits will be measured for distance and accuracy.

Suggested Equipment

- One (1) adjustable batting tee
- Five (5) baseballs
- Two (2) different sized aluminum bats (recommended sizes: 28 & 32 inch).

Note: Participants may use their own equipment. If a participant brings his/her own bat, it must be made available to all others competing.

- Measuring tape (at least 250 feet, positioned 50 feet away from the front of home plate, through second base toward straight-away centerfield).
- String (used to determine accuracy).
- Six (6) small bean bags/flags used to mark each hit.

Note: Experience has shown that the above equipment listed is the minimum necessary to conduct a successful competition. It is important to have additional numbers in case of equipment failures.

Procedure

- Each competitor will be allowed three swings in an attempt to hit the ball.
- A swing and a miss counts as one attempt (one swing = one attempt).
- Only the best attempt, as determined by the administrator, will count toward a competitor's score.

Measuring

- Two spotters are essential for accurately measuring the distance.
- Positioned 50 feet in front of home plate, the measuring tape should run through the pitchers rubber and second base to centerfield.
- For each ball hit, Spotters A or B mark the spot where each ball first lands on the fly, not where the ball stops rolling.
- After the competitor's third and final attempt, the administrator will determine the best hit and measure that attempt. If two or more hits are too close to differentiate, then both or all of the attempts should be measured, with only the best attempt scored.



RUN

Objective: The RUN portion of the program will measure a competitor's speed in a sprint from second base, around third, and across home plate.

IMPORTANT:

Taking into consideration the variation in distances between bases for different organized youth baseball programs and age groups, the national standard will be 80 feet. Youth fields with 70-foot or 90-foot base paths can easily be adjusted to accommodate 80-foot distances. For competition consistency, the competitor must run 160 total feet.

If the bases are 70 feet in distance, then the runner must start from 20 feet behind second base towards right-center field, and must run along a straight line toward third base and continue to home plate before the timer stops the clock ($90+70=160$ feet).

If the bases are 90 feet apart, then the runner starts 20 feet in front of second base, towards third base, and runs the regular route to home ($70+90=160$ feet).

Suggested Equipment

- Three (3) bases (bases should be anchored or strapped in place securely)
- One (1) digital stopwatch

Note: Experience has shown that the above equipment listed is the minimum necessary to conduct a successful competition. It is important to have additional numbers in case of equipment failures.

Procedure

- The competitor will start at second base or the indicated start line.
- He/she will begin from a standing start, and begin running when the administrator yells GO!
- The runner will be timed from the moment he/she leaves second base, touches an anchored third base, and crosses home plate. No sliding is allowed.