CAMROSE MINOR BALL ASSOCIATION - POLICIES & PROCEDURES



CMBA Tryout & Evaluation Program / Policy

NOTE: THIS POLICY has been established by the CMBA Board to outline requirements used in the tryout, evaluation, and selection process. **All CMBA Board Decisions are Final.**

It is the goal of the Camrose Minor Ball Association to field a minimum of one AA (18U, 15U, 13U & 11U) team at each age division, each season. However, the final number of Representative teams at each level is dependent on final registration numbers, as well as the Association's ability to secure proper facilities, qualified coaches, and team competitiveness at those levels. CMBA also offers non-rep avenues for playing ball at the 5U (Tee-Ball/Blastball), 7U (Rally Cap) and 9U to 18U age groups.

CMBA recognizes that the tryout/evaluation process at the Representative levels can be a stressful time for players and parents alike. CMBA will strive to keep the process as clear and open as possible, while being impartial and minimizing bias. Player evaluations will always be conducted by a minimum of two Independent Evaluators. No parents will be permitted to assess their own children or be involved in the execution of drills to eliminate bias. However, parents with players in the division may help to coordinate the overall evaluation session, and assist with catching balls, warming up kids, and other items that will not directly influence the evaluation of a player.

With the non-rep evaluations for all levels/ages (7U - 18U), CMBA invites coaches, parents and anyone who wishes to help in the evaluation process to volunteer and help to make the evaluation a smooth and enjoyable process.

The Association will conduct evaluation sessions for all divisions of play. Players will have to be registered with CMBA prior to attending any AA tryout and/or non-rep evaluation session.

During the evaluation process, little or no coaching is to be done, and players are encouraged to showcase their abilities.

Definitions:

<u>"Independent Evaluators"</u> - For the purpose of this Policy, an Independent Evaluator will be defined as a person of whom is or does not have any type of personal connection, whether it be family members, close family friends, or "skin in the game" situation that can affect judgement during a tryout or evaluation process.

"Evaluation Committee" – For the purpose of this policy, the evaluation Committee will consist of a minimum of the Evaluation Director, President, Divisional Director (ex: AA Director), Coach Director.

Selection of Independent Evaluators:

- The CMBA Evaluation Director will appoint competent Independent Evaluators for each division as it deems necessary.
- The CMBA Evaluation Committee will decide on a case-by-case basis whether coaches will be involved with the evaluation process or not. In the event the committee deems it necessary to have the coaches involved, they will be directed to work in collaboration with the selected Evaluation Committee.
- In the event of a Non-Parent Coach selection to a team, the CMBA Board <u>MAY</u> choose to allow the coach to oversee the Evaluation Committee as they deem necessary.
- The CMBA Evaluation Committee will have the final say on the selection of Independent Evaluators in all tryouts and evaluations.

Evaluation Process:

- The number of evaluation sessions may be reduced or increased depending on the number of players in the division and at the discretion of the Evaluation Committee.
- A parent meeting will be held at the first evaluation session by the Divisional Director to explain the tryout/evaluation process and to communicate the requirements for that level of play. Any other questions or concerns should be raised at this time
- The following 3 core attributes will be assessed during the tryout/evaluation process:

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- o **Hitting** is evaluated by contact, mechanics, and power.
- o **Throwing** is evaluated by mechanics, arm strength, and accuracy.
- o Fielding (Infield/Outfield) is evaluated by range, catching, and mechanics.
- Additional attributes that may factor into player tryout/evaluations process:
 - Foot Speed is evaluated by speed and agility.
 - o **Pitching** is evaluated by velocity, control, mechanics.
 - o **Catching** is evaluated by mechanics, arm strength, accuracy.
 - Intangibles Coachability: It is imperative that players conduct themselves in a respectful manner with fellow players and take direction from coaches to ensure continuous improvement of skills. A player's history in CMBA may be considered.
 - o **Intangibles Baseball IQ**: A player's ability to "think" the game of baseball and make good decisions will be taken into consideration during the evaluation process.

Evaluation Stations:

The field of play will be segregated into stations for the evaluation process. Each player will be required to go through a minimum of all the core fundamental stations including infielding, outfielding and batting. Additional stations (eg. pitching, catching, time trials, etc.) may also be used in the evaluation process if the Evaluation Committee feels there is the necessity for it. The number of repetitions along with drill formats used will vary depending on age and level of tryouts. Please see the "CMBA – Player Tryout/Evaluation Format" document.

Missed Evaluations:

Evaluations are mandatory for consideration to play with any CMBA Representative teams. In the event a player is unable to attend any or all the tryout/evaluations due to legitimate conflict, the Divisional Director must be notified prior to the evaluation session(s) to make alternate arrangements. If proper notice is given, every effort will be made to accommodate a make-up evaluation, or, if available to the association, previous experience or evaluations may be taken into consideration.

Players that are unable to make evaluation sessions due to injury may be placed on a team based on their past team placement and in discussion with the Evaluation Committee and previous coaches. This will be handled on a case-by-case basis taking into consideration the current Injury period as well.

If proper notice is not provided, player placement may be denied. All decisions will be discussed, and outcomes determined by the Evaluation Committee.

Formation of Teams:

All teams will be formed based on player evaluations and coach picks, as outlined in the below "Roster Selection Process". The Evaluation Committee will oversee the selection process of all teams and at any time make any changes they deem to be in the best interest of a player, coach, or the association. Final team selections will be posted to the CMBA Website and players will be contacted by their assigned coach.

- AA Tryouts will be conducted first, and the team will be selected as per the Roster Selection Process. Where registration numbers permit the formation of two or more teams at the same level, evaluations will be used to form the Top team first and players left over will be used to form sequential teams.
- Players not selected to a AA Team will be assigned to non-rep teams or sent back to their home association as per the CMBA Import and Roster Size Policy.
- All 9U-18U Non-rep evaluations will be completed in the format as decided on by the Association. Depending on the total number of registrants and if multiple teams can be formed at any level, it is the CMBA directive to divide these teams up as evenly as possible. This will be completed by the CMBA Directors of those divisions in collaboration with the Evaluation Committee. Non-Rep coaches will not be involved in the formation of teams. The CMBA Board may allow exceptions during the roster selection period if they warrant it (eg. siblings, travel issues, etc.).

<u>Roster Selection Process – Evaluated vs Coach Picks</u>

This section is only applicable to the 11U, 13U, 15U and 18U AA divisions. The total number of player spots on each team will be determined by the CMBA Evaluation Committee in collaboration with the Head Coach prior to the final formation of teams. Factors such as registration numbers and player evaluations will be taken into consideration. AA teams must carry a minimum

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of 11 players and a maximum as set out by league governing bodies. CMBA has predetermined that "Locked In" spots on each team will be based on final evaluation numbers. The remaining spots on each team will be considered "Coach Picks", whereby the Head Coach will have the ability to select from a group of remaining players selected on "Call Back" lists for the final session of tryouts. All "Coach Picks" will be presented and justified to the Evaluation Committee for final approval. In the event of extenuating circumstances, whereas an exception to the below rules may be in the best interest of either a player or coach, the Evaluation Committee will review on a case-by-case basis and the decision will be final.

 "Call Back" rosters will consist of 5-6 players as "Locked In" players designated by the Evaluation Committee based on the evaluation process and rankings. The remaining roster spots will be selected by the Head Coach (Coach Picks) from the remaining players.

Representative players must play on the team they are selected to. If the player refuses to do so, that player will be assigned to play on a team in the non-rep Division. In the case a family has two players playing in the same age division and one player evaluates or is selected to the higher-level team, and the other for the lower-level team, the parent can request that the siblings play together on the lower-level team only.

If a parent would like to request a formal discussion/explanation regarding their child's placement, they may submit a written request to the CMBA Evaluation Director (these discussions are NOT to be had directly with coaches). The Evaluation Committee will have a discussion regarding the request and if the committee feels it warrants a discussion, the Divisional Director will then contact the parents to discuss the concerns. The Evaluation Committee will not disclose or release any evaluation scoring on any player to parents/guardians, nor will there be any discussions regarding the placement of any other player on any team.

Team Names:

- The top AA teams will be named "Camrose Cougars Royal". Second AA teams will be named "Camrose Cougars Red" and Third AA Teams will be named "Camrose Cougars White".
- All 11U-18U non-rep teams will be named the Camrose Cougars1, Camrose Cougars2, etc.
- 9U teams will be named in accordance with their Jersey Colors
 - Solid Blues will be the "Blue Jays"
 - o Solid Burgundy will be the "Phillies"
 - o Green & White will be the "Athletics"
 - o Blue & White will be the "Royals"
 - o Red & White will be the "Angels"
 - Solid Blacks will be the "Yankees"
 - Solid Reds will be the "Reds"

Note: Final decisions relating to all aspects of the player evaluation and team selection process lie with the CMBA Evaluation Committee. All rulings will be based on the best interests of the Association and the Individual Athlete. All decisions are Final.

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AA Tryout Format (this format is the minimum requirement for player assessments). All players will get a minimum of 2 evaluation sessions to attend and will be assigned a group for sessions 1 & 2. After the completion of the first two sessions, the rosters will be reduced/adjusted for the 3rd evaluation session. Session 3 will have top 15 (final number may vary) players return for Royal Team final tryout or cut to Red Team or potentially cut from all AA tryouts down to community level teams (actual number of cuts may vary pending approval of CMBA Evaluation Committee). A list of "Call Backs" will be posted on our website for athletes to know which or whether they will be attending a 3rd session of tryouts. Selected Coaches will also be announced for the team(s) prior to the final sessions to ensure they are involved in the final stage of the tryout process. Releases will be made after the 3rd session and the teams will be posted to our website along with further information regarding practice information.

Evaluation Criteria - All players will take part in the Skill Evaluations. The purpose is to evaluate athletic abilities and skill aptitude with fundamental baseball skills in the 4 main baseball categories of hitting, fielding, catching & throwing. This will provide baseline for our Coaches and Evaluation team to use when making decisions on team creations. Some additional skills such as pitching, catching, time/speed trials, arm strength or throwing velocity may be evaluated and used as supplemental information, but are not "required" criteria for meeting the baseline categories for the tryout format.

TIME – 75min.	Session 1 – AA – Hitting, General InFielding	
1 min	Opening remarks – by lead coach or divisional director. Explain format of tryouts, how	
	players will be evaluated, and importance of behavior, hustle and good attitude.	
4 min	Warmups – jog around entire field, dynamic stretches	
10 min	Get loose – play catch with partner to get arms loose	
Divide into groups for stations / take water break		
	Arm Strength/Accuracy Evaluation	
10 min (4 throws per player)	o On Coaches Signal - Cross Field Throws	
(2 evaluator per line)	 After each player has completed 2 throws, evaluators switch sides to see 	
	the other line of players so each evaluator see's all players	
	Station 1 – 2 Evaluators	
	Batting Cage Hitting	
	 Minimum 2-3 sets of 10 pitches per hitter (either front toss, overhand 	
	throw, or pitching machine)	
	 extra hitters should be hitting off the tees 	
50 min	Station 2 – <mark>1 Evaluator</mark>	
Groups switch at 17 min mark	 Glove Work - Short Hops (straight on, Frhd, Bkhd, Charge) 	
(or when batters have gone	 No throws, pick ball then toss to side ready for next ball 	
through their station 2-3	 Short Ground Ball Drill - Ground balls hit to fielder with throw 	
times)	 Group taking grounders, throw to coach 	
	Station 3 – 1 Evaluator	
	 Infield Ground Balls with throw to base (imitating throw from SS to 1st base) 	
	o Groups taking grounders, throw to 1 st	
	Double Play Ball with throw to 1st	
	 Field balls from 2nd or SS for double play ball to 1st 	
	Thank you - thank all players for attending the tryouts. Let athletes know when a	
	decision will be made regarding who makes the team and how they will be informed.	

TIME – 75min.	Session 2 – AA - Hitting, Pitching & Catching, Outfielding
0 min	Opening remarks – by lead coach or divisional director. Explain format of tryouts, how
	players will be evaluated, and importance of behavior, hustle and good attitude.
5 min	Warmups – jog around entire field, dynamic stretches
10 min	Get loose – play catch with partner to get arms loose
	Divide into groups for stations / take water break
	Time Trials
10 min	● Home – 1 st
	• $1^{st} - 3^{rd}$
	3 Stations
50 min Groups switch at 17 min mark (or when pitching is done, and batters have gone through their station 2-3 times)	 Station 1 – 1 Evaluator Batting Cage Hitting Minimum 2-3 sets of 10 pitches per hitter (either front toss, overhand throw, or pitching machine) extra hitters should be hitting off the tees
	 Station 2 – 2 Evaluators Pitchers & Catchers – Any player that would like to be considered as a pitcher or catcher should evaluate for such. – 2 Evaluators Have pitchers throw approximately 15 pitches. Any players waiting should play catch to keep their arm loose. Catchers should catch at least two pitcher bullpens.
	Station 3 – 1 Evaluator Outfielding Range & Speed (3 cone) Drill Player to run around 1st cone and receive a hard throw then drop ball Player to run to 2nd cone then receive a hard throw then drop ball Player to run around 3rd cone and go deep for fly ball Outfielder Groundball Drill - Ground ball hit to fielder imitating throw from Outfield to cutoff Split group in half, half taking grounders, half receiving cutoff throw Flyball Range Drill - Flyballs hit to fielder imitating outfield flyball player lines up against wall and tracks flyball up the middle Players switch to opposite side after each track
	Thank you - thank all players for attending the tryouts. Let athletes know when a decision will be made regarding who makes the team and how they will be informed.

TIME – 90min.	Session 3 - AA – Fielding, Hitting, Pitching & Catching (Coach Involvement Required)	
1 min	Opening remarks – by evaluation coordinators, coach and/or tryout coach or divisional director.	
	Explain format of tryouts, how players will be evaluated, and importance of behavior, hustle and	
	good attitude.	
5 min	Warmups – jog around entire field, dynamic stretches	
9 min	Get loose – play catch with partner to get arms loose	
	Divide into groups for stations / take water break	
	Fielding Skill – <mark>2 Evaluator</mark>	
	Fielding Work	
	 Groundball work, Flyball work, Athlete Range/Speed/Footwork, Infield/Outfield play 	
	simulation.	
60 min (divido	Batting Cage Hitting – <mark>1 Evaluator</mark>	
60 min (divide station time	Minimum 2-3 sets of 10 pitches per hitter (either front toss, overhand throw, or pitching	
	machine)	
evenly)	 extra hitters should be hitting off the tees 	
	Pitchers & Catchers – Any player that would like to be considered as a pitcher or catcher should	
	evaluate for such. – 1 Evaluator	
	Have pitchers throw approximately 15 pitches.	
	Any players waiting should play catch to keep their arm loose.	
	Catchers should catch at least two pitcher bullpens.	
15 min	Catcher Throw Downs	
	Pop times	
	Catcher, throw downs to 2 nd base being played by non-catchers	
	Thank you - thank all players for attending the tryouts. Let athletes know when a decision will be	
	made regarding who makes the team and how they will be informed.	

This is a standard evaluation format used by CMBA for evaluations. However, this may be altered by the Evaluation Committee in collaboration with selected coaches if needed during the process.

9U A / 11U – 18U non-rep Evaluation Format (this format is the minimum requirements for player assessments)

TIME – 75min.	Session 1	
2 min	Opening remarks – by evaluation coordinators, coach and/or tryout coach or divisional director. Explain format of tryouts, how players will be evaluated, and importance of behavior, hustle and good attitude.	
5 min	Warmups – jog around entire field, dynamic stretches	
8 min	Get loose – play catch with partner to get arms loose	
	Divide into groups for stations / take water break	
60 min (divide station time evenly)	 Infield skills give player 3 balls per turn (dependent on number of players in station) option #1 - start with one in the center and then move the players right and left in subsequent throws (can do this in a cross-field pattern SS to home & 2nd to home - 2 lines running simultaneously) option #2 - Have players lineup in a 3rd base/SS positioning to take grounders and make throws to simulate a play to a coach at 1st base Outfield skills give player 3 balls per turn (dependent on number of players in station) option #1 - start in the center with subsequent throws moving players in and out and side to side option #2 - setup cones and have players run pattern to match cones for catching flyballs option #3 - run a quarterback drill especially for higher levels of players Hitting skills Minimum 2 sets of 10 pitches per hitter (either front toss, overhand throw, or pitching machine) extra hitters should be hitting off the tees 	
Additional Evaluation Criteria	Pitchers & Catchers Have pitchers throw approximately 10-15 pitches. Any players waiting should play catch to keep their arm loose. Catchers should catch at least two pitcher bullpens.	
	Thank you - thank all players for attending the tryouts. Let athletes know when a decision will be made regarding who makes the team and how they will be informed.	

This is a standard evaluation format used by CMBA for evaluations. However, this may be altered by the Evaluation Committee if needed during the process.

7U A and 9U Rookie Evaluation Format (this format is the minimum requirements for player assessments)

TIME – 120min.	Session 1	
2 min	Opening remarks – by evaluation coordinators, coach and/or tryout coach or divisional director. Explain format of tryouts, how players will be evaluated, and importance of behavior, hustle and good attitude.	
5 min	Warmups – jog around entire field, dynamic stretches	
13 min	Get loose – play catch with partner to get arms loose	
Divide into groups for stations / take water break		
105 min (divide station time evenly)	 Infield skills give player 3 balls per turn (dependent on number of players in station) option #1 - start with one in the center and then move the players right and left in subsequent throws (can do this in a cross-field pattern SS to home & 2nd to home - 2 lines running simultaneously) option #2 - Have players lineup in a 3rd base/SS positioning to take grounders and make throws to simulate a play to a coach at 1st base 	
	Throwing skills • an assessment of throwing distances & accuracy (dependent on number of players in station) Outfield skills	
	Outfield skills	
	give player 3 balls per turn (dependent on number of players in station)	
	start in the center with subsequent throws moving players in and out and side to side	
	Hitting skills	
	2 sets of 10 pitches per hitter (either front toss or overhand throw, or pitching machine)	
	extra hitters should be hitting off the tees Thenk your thenk all players for attending the trivials. Let athletes know when a decision will be	
	Thank you - thank all players for attending the tryouts. Let athletes know when a decision will be made regarding who makes the team and how they will be informed.	

This is a standard evaluation format used by CMBA for evaluations. However, this may be altered by the Evaluation Committee if needed during the process.

7U Rally Cap Evaluation Format (this format is the minimum requirements for player assessments)

TIME – 120min.	Session 1	
2 min	Opening remarks – by evaluation coordinators, coach and/or tryout coach or divisional director. Explain format of tryouts, how players will be evaluated, and importance of behavior, hustle and good attitude.	
5 min	Warmups – jog around entire field, dynamic stretches	
13 min	Get loose – play catch with partner to get arms loose	
Divide into groups for stations / take water break		
105 min (divide station time evenly)	 Infield skills give player 3 balls per turn (dependent on number of players in station) option #1 - start with one in the center and then move the players right and left in subsequent throws (can do this in a cross-field pattern SS to home & 2nd to home - 2 lines running simultaneously) option #2 - Have players lineup in a 3rd base/SS positioning to take grounders and make throws to simulate a play to a coach at 1st base 	
	 Throwing skills an assessment of throwing distances & accuracy (dependent on number of players in station) Outfield skills give player 3 balls per turn (dependent on number of players in station) start in the center with subsequent throws moving players in and out and side to side 	
	Hitting skills 2 sets of 10 pitches per hitter (either front toss or overhand throw, or pitching machine) • extra hitters should be hitting off the tees	
	Thank you - thank all players for attending the tryouts. Let athletes know when a decision will be made regarding who makes the team and how they will be informed.	

This is a standard evaluation format used by CMBA for evaluations. However, this may be altered by the Evaluation Committee if needed during the process.