



## **OUTLAWS “AA” BASEBALL PHILOSOPHY AND EVALUATION CRITERIA**

Outlaws “AA” Travel Baseball is continually striving to make our program and process the best it can be. It’s important to keep in mind that there is no perfect process. Foothills Minor Baseball Association (FMBA) feels it is vital to continually consider improvements to the tryout and team selection process based on changing circumstances and conditions.

In its tryout and team formation FMBA’s goal is helping development young athletes, while also attempting to form teams that are competitive on the field. The goal should be not for each player to be on the top team, but for each player to be on the team that helps them be successful, enjoy the game, and to improve.

All players must tryout out to be considered on an Outlaws team. If the player does not tryout due to injury or illness they will not be placed on an Outlaws team for that given year, unless there is a space on the lowest level team of that age group.

Tryout Schedule: Tryouts for each age group are posted on [www.okotoksoutlaws.com](http://www.okotoksoutlaws.com) . Players should arrive 30 minutes before their tryout time to check in and to allow for approximately 20 minutes of warm up.

Tryout Format: The 2020 tryout format is detailed below. If something occurs that makes this format impossible (e.g., a facility is not available for some reason, equipment malfunction, or the time for an age group needs to be condensed to fit in all tryouts), adjustments will be made at the discretion of the Rep Director to the below guidelines to ensure that all tryouts can be completed and are consistent within an age group. To the extent possible, any changes will be communicated in advance.

### **Measurement Criteria and Weighting**

- 25% infield skills
- 20% outfield skills
- 25% hitting at game speed
- 20% Pitching
- 10% Speed





## **Hitting (25%)**

### **Underhand Front Toss Hitting Warmup (not scored)**

10 Scored Pitches that will be thrown underhand from a standing position behind an L-screen approximately 15' away. Pitches will be thrown at an age appropriate speed allowing all players to warm up prior to hitting

### **Machine Pitch Hitting (25%)**

10 Scored Pitches that will be delivered via pitching machine at an age appropriate distance. Pitches will be thrown at an age appropriate speed allowing all players to show their contact and swing mechanics. The final score issued by each evaluator will be based on the parameters below. The score will range from 0-10 with ten being excellent form and good mechanics.

- 0) No Repeatable form/No Contact
- 1) Shows Flashes of Body Control/Struggling to make contact
- 2) Wild Swings-Guessing/Lack of Bat Control
- 3) Control of One Half; No control of Other/More bad than good contact
- 4) Off-Balance; Inconsistent/Inconsistent Contact
- 5) Repeats every other/Decent Body Control
- 6) More Consistent than Inconsistent/Timing Good/More Good than Bad Contact
- 7) Consistent Form; Good Balance/Consistent Contact/On-Time
- 8) Strong Base and Repeatable Form/Solid Contact/Has idea what to do with ball/Attacks the ball and under control
- 9) Body Control and Controls Bat/occasionally controls ball flight
- 10) Repeatable, Solid, Fluid/Consistently controls ball flight

| <b>Speeds Per Age Group</b> |              |
|-----------------------------|--------------|
| <b>Age</b>                  | <b>Speed</b> |
| <b>11U</b>                  | 45-50 mph*   |
| <b>13U</b>                  | 50-55 mph*   |
| <b>15U</b>                  | 60-65 mph*   |
| <b>18U</b>                  | 65-70 mph*   |

\* pitch speed may need to be adjusted outside these parameters if talent base requires\*





## **Infield (25%)**

An infield will be setup to the age appropriate dimensions. All players will field groundballs from the shortstop position. A groundball machine will feed balls to the same spot. Each player will field a total of 6 ground balls – with varying degrees of movement and positioning involved, making throws to first base after each one. Each player will be graded on footwork/fielding and Throwing Mechanics/Arm Strength/Accuracy. The final score issued by each evaluator will be based on the parameters below. The score will range from 0-10.

### CATCH (0 – 5 POINTS)

- 0) No Plays Made
- 1) Misses Majority of Plays
- 2) Fields Every other ball
- 3) Makes Majority of Plays
- 4) Good Range; Solid Form
- 5) Consistent; Fluid

### THROW (0 – 5 POINTS)

- 0) No Accurate Throws; Weak Arm
- 1) Majority Inaccurate; below average arm
- 2) Inaccurate More Than Not; Decent Arm
- 3) Accurate Every Other; Average Arm
- 4) Majority Accurate; Fluid/Strong Throws
- 5) On Target; Plus Arm

## **Outfield (20%)**

A fly ball machine will feed fly balls and ground balls to the same spot. Each player will field a total of 6 balls – with varying degrees of movement and positioning involved, making throws to the Plate after each one. Each player will be graded on footwork/fielding and Throwing Mechanics/Arm Strength/Accuracy. The final score issued by each evaluator will be based on the parameters below. The score will range from 0-10.

### CATCH (0 – 5 POINTS)

- 0) No Plays Made
- 1) Misses Majority of Plays
- 2) Fields Every other ball
- 3) Makes Majority of Plays
- 4) Good Range; Solid Form
- 5) Consistent; Fluid

### THROW (0 – 5 POINTS)

- 0) No Accurate Throws; Weak Arm
- 1) Majority Inaccurate; below average arm
- 2) Inaccurate More Than Not; Decent Arm
- 3) Accurate Every Other; Average Arm
- 4) Majority Accurate; Fluid/Strong Throws
- 5) On Target; Plus Arm





## **Pitching (20%)**

Players will be asked to throw 10 pitches. Pitches will be evaluated and graded on accuracy/mechanics and velocity. The final score issued by each evaluator will be based on the parameters below. The score will range from 0-10.

### Accuracy (0 – 5 POINTS)

- 0) No Accurate Throws/No repeatable form
- 1) Majority Inaccurate/Off balance
- 2) Inaccurate More Than Not/
- 3) Accurate Every Other/repeatable every other throw
- 4) Majority Accurate/Consistent Form, Good Balance
- 5) On Target/Repeatable, Solid, Fluid

### THROW (0 – 5 POINTS)

- 0) Weak Arm
- 1) Below average arm
- 2) Decent Arm
- 3) Average Arm
- 4) Fluid/Strong Throws
- 5) Plus Arm

## **Speed (10%)**

One attempt at the distance from home to first for the age group. The timed run is used to calculate the score. 4.5 seconds will be determined as benchmark of 5 as it is considered the average timeframe in which to make it to first base. The final score issued by each evaluator will be based on the parameters below. The score will range from 0-10.

- 0) 5.0 or more Seconds
- 1) 4.9 Seconds
- 2) 4.8 Seconds
- 3) 4.7 Seconds
- 4) 4.6 Seconds
- 5) 4.5 Seconds
- 6) 4.4 Seconds
- 7) 4.3 Seconds
- 8) 4.2 Seconds
- 9) 4.1 Seconds
- 10) 4.0 or less Seconds





## **TEAM SELECTION GUIDELINES**

The following are guidelines used to select teams at each age group. FMBA commits to following the guidelines in team formation, however they also reserve the right to determine which teams are formed, how many players will be placed on each team, and will be the final decision maker on any uncertainty that may arise during the selection process. These tryout guidelines will be for 10U – 18U “AA” levels. The birthdates for each of these age group are dictated by Baseball Canada and are included on our website [www.okotoksoutlaws.com](http://www.okotoksoutlaws.com) . It is FMBA’S goal to have at each one or more teams at each age group.

Each team will have a target of 12 players. Final decision on which teams will be formed and the number on each team is the discretion of the FMBA Board.

AA Team Selection:

The AA team selection will be based on the following guidelines:

- AA pool will consist of the top 24 ranked players in each age group. The top 8 ranked players will be considered locks the Tier 1 team.
- Players ranked 9-16 will be asked back for an additional evaluation
- Players ranks from 17-24 will be placed on the tier two team
- Only under the following circumstances will FMBA reach beyond the “AA” player pool for additional players:
  - Significant needs of the team (e.g., not enough players)

A player who tries out but who is not selected will be eligible to be placed on a House team. If that player chooses not to play house they will receive a refund of their registration fee.

