

# 2024 Evaluation Procedures

## Standardized Player Evaluation

Criteria for a successful evaluation system and why it is important.

### 1. Is the same PROCESS:

All players have the same evaluation. Allows a player to be properly evaluated against their peers.

### 2. Is DATA DRIVEN:

Quantifies evaluation and streamlines varying opinions of evaluators (good, ok, great, bad) to a single number. It's easier to explain and is harder to argue with numbers.

### 3. It MINIMIZES SUBJECTIVITY:

Allows for opinions but from the same language. A comprehensive evaluation makes the difficult conversations easier to have.

### 4. It is CLEARLY COMMUNICATED:

Everyone knows what to expect. Permits zone to properly communicate with players and their parents.

### 5. It is EASILY ACCESSIBLE:

Able to quickly and privately be shared with others. Provides coaches with the best insights.

## Evaluation Process

Evaluations primarily are based upon the 5 Tools that build a sound fundamental baseball player:

1. Hitting for Average
2. Hitting with Power
3. Arm Strength (including pitching accuracy)
4. Fielding Ability
5. Speed

## Evaluations

### Hitter Evaluation:

Three separate evaluated stations with a T-work warmup station. Rotate through 3 evaluated batting cages.

The first evaluated cage will be a batting tee. The metric of power will be determined using exit velocity. Evaluators will use a radar on each swing to determine the average exit velocity of the players over 6 opportunities.

The second hitting evaluation cage will feature 8 pitches provided by a coach underhand in “soft toss” fashion. Mechanics and swing contact will be evaluated.

The third and final evaluation will feature 8 pitches overhand from a coach (live arm). Mechanics and swing contact will be evaluated.

Each of power, mechanics and contact will be scored out of 10 for a total of 30 points.

### Pitcher Evaluation:

Throw from 3 separate pitcher’s mounds at the appropriate age distance.

11U players will be required to throw 5 pitches per mound; 13U-18U players will be required to throw 6 pitches per mound.

The first mound will be evaluated out of 5/6 for accuracy.

The second mound will be evaluated for velocity calculated by skill shark by median bell curve in each age group.

The third mound will combine all elements and each of accuracy, velocity and mechanics will be evaluated. Mechanics will be evaluated out of 10.

Each of accuracy, velocity and mechanics will be scored out of 10 points for a total of 30 points.

### Infielders Evaluation:

A single session fielding at 2 infield positions; short stop and third base for all 11U-18U players.

4 consecutive opportunities at each position. Fielding opportunities will range the players to effectively evaluate the players ability to move to the ball.

Balls will be regulated and thrown by a “hack attack” baseball machine.

The player will be evaluated for mechanics, arm strength and arm accuracy for a total score of 20 points.

### Outfielders Evaluation:

A single session consisting of 8 opportunities to each player.

Combination of all scenarios (fly balls; left, right, back, short, and grounders)

The player will be evaluated for their overall mechanics while making the play, as well as their overall arm strength and accuracy while throwing to a target for a total score of 20 points.

### Speed Evaluation:

A single session consisting of 2 (two) run times of 40 yards. Timing to begin on the movement of runner.

Total of 10 points.

## Rubrics

### Hitting Rubric

30 total points; 10 each for contact, mechanics, and power.

Power will be calculated based on a bell curve within the age group.

Score	Mechanics	Contact
9-10	Always composed, great form	<b>Hard\Very hard.</b> Line drives to all fields.
7-8	Exhibits good mechanics	<b>Always</b> made. <b>Line drives</b> and groundballs being hit to all fields.
5-6	Exhibits proper mechanics, some flaws	<b>Usually</b> made. <b>Flyballs</b> , groundballs, and an occasional line drive to middle / pull side.
3-4	Basic mechanics	<b>Seldom</b> made. <b>Groundballs</b> and an occasional pulled flyball or lazy line drive.
1-2	Not aware of proper mechanics	<b>Never</b> made. Often foul or rarely travels beyond pitcher.

### Pitching Rubric

30 total points, 10 for control, 10 for mechanics and 10 for velocity.

Velocity will be calculated based on a bell curve within the age group.

Score	Control	Mechanics
9-10	85-100% Strikes	<b>Always</b> composed, <b>great</b> form
7-8	70-85% Strikes	Exhibits <b>good</b> mechanics
5-6	55-70% Strikes	Exhibits <b>proper</b> mechanics, some issues
3-4	40-55% Strikes	<b>Basic</b> mechanics
1-2	20-40% Strikes	Not aware of any mechanics

### Speed Rubric

10 points for speed

Speed will be calculated based on a bell curve within the age group.

## Infielder Rubric

10 points each for fielding mechanics, and throw. Total of 20 points

Proper fielding technique will be evaluated subjectively based on the players ability to move then proceed into a good in fielding position generally observed with bent knees and hands extended out in front and bent forward at the hips and two hand being used for balls hit at the player. When ranging left and right, it is not advised nor mandatory for the player to use both hands. Ideally players ranging to their glove hand side would also have their left foot forward at pickup, and their right foot forward when ranging to their back hand side.

Score	Infield Mechanics	Throwing
9-10	Ball is <b>always</b> fielded cleanly and proper technique is <b>always</b> used with an occasional <b>great</b> play.	Ball <b>always</b> reaches target <b>in the air, on a line</b> , with <b>excellent</b> velocity.
7-8	Ball is <b>always</b> fielded cleanly and proper technique is <b>usually</b> used.	Ball <b>always</b> reaches target <b>in the air, on a line</b> , with <b>adequate</b> velocity.
5-6	Ball is <b>usually</b> fielded cleanly and proper technique is <b>usually</b> used.	Ball <b>usually</b> reaches its target <b>in the air, on a line</b> , with <b>adequate</b> velocity.
3-4	Ball is <b>seldom</b> fielded cleanly and proper technique is <b>usually</b> used.	Ball <b>sometimes</b> reaches its target <b>in the air</b> , but often does so with a <b>hump</b> in it.
1-2	Ball is <b>seldom</b> fielded cleanly and proper technique is <b>never</b> used.	Ball <b>rarely</b> reaches its target <b>in the air</b> .

## Outfielder Rubric

10 points each for fielding mechanics and throw into target. Total of 20 points.

Proper fielding technique will be evaluated subjectively based on the players ability to move then proceed into a good in fielding position generally observed by judging the ball going into the air, tracking the ball, securing the catch and proper footwork to throw to target after the catch.

Score	Outfield Mechanics	Throwing
9-10	Ball is <b>always</b> received cleanly, correct route <b>always</b> taken, <b>quick</b> transfer, with an occasional <b>great</b> play.	Ball <b>always</b> reaches target <b>in the air, on a line</b> , with <b>excellent</b> velocity.
7-8	Ball is <b>always</b> received cleanly, correct route <b>most often</b> taken, a <b>quick</b> transfer.	Ball <b>always</b> reaches target <b>in the air, on a line</b> , with <b>adequate</b> velocity.
5-6	Ball is <b>usually</b> received cleanly, correct route <b>usually</b> taken, an <b>good</b> transfer.	Ball <b>usually</b> reaches its target <b>in the air, on a line</b> , with <b>adequate</b> velocity.
3-4	Ball is <b>usually</b> received cleanly, correct route <b>seldom</b> taken, and an <b>adequate</b> transfer.	Ball <b>sometimes</b> reaches its target <b>in the air</b> , but often does so with a <b>hump</b> in it.
1-2	Ball is <b>seldom</b> received cleanly, correct route <b>seldom</b> taken, and a <b>poor</b> transfer.	Ball <b>rarely</b> reaches its target <b>in the air</b> .

## Overall Evaluation Breakdown

Discipline	Value	
Hitting	30 points	%35 overall
Pitching	30 points	%35 overall
Infield	20 points	%15 overall
Outfield	20 points	%10 overall
Speed	10 points	%5 overall
<b>Total</b>	<b>110 points</b>	<b>%100</b>