

## 2025 15UAAA Teams Evaluation Process

Evaluations for the 2025 15UAAA teams will take place on September 4 & 5, 2024 at Nutana Kiwanis Park. Please review the details below for each player's evaluation time(s). Players will be notified via email by approximately 10:00pm on September 4<sup>th</sup> whether or not they will advance to the September 5<sup>th</sup> – situation evaluation component. Please ensure players arrive early to allow time to adequately warm-up prior to the beginning of the evaluations.

### September 4, 2024 - General Skills Evaluation Player Tryout Times:

6:00PM	
Bater, Brayden	Hunter, Ty
Becker, Bronx	Inverarity, Aivan
Braden, Archer	McTavish, Carson
Pelrine, George	Baumgardner, Gavin
Hofmann, Jake	Engdahl, Deacon
Gervais , Tavares	Prosofsky, Slade

6:15PM	
Isabelle, Maddex	Aaro, Jack
Kennedy, Jett	Carnahan, AJ
Korte, Hudson	Ferguson, Parker
Percival, Keegan	Forrest, Ryder
Sautner, Peyton	Froehlich, Hudson
Tokarchuk, Benjamin	Larocque, Keason

6:30PM	
Loucks, Antoni	Anderson, Theo
Olynick, Peyton	Apperley, Micoh
Hayes, Graysen	Boehm, Bennet
Sawatzky, Nicholas	Bubnick, Jax
Sokoluk, Clarke	Dobrowolsky, Makenna
Tryon, Mason	Doell, Jackson

6:45PM	
Dust, Brody	Korchinski , Ethan
Fraser, Nathan	Mercure, Reece
Gross, Clark	Molyneux, Nicholas
Heggie, Archer	Politowski, Kasper
Hemsing, Grayson	Rachinsky, Lukas
Kenny, Wells	Reid, Kyler

7:00PM	
Robinson, Quinton	Sveinbjornson, David
Ross, Nick	Thiessen, Kesler
Sellers, Jasper	Thoms, Pike
Shepherd, Camden	Willick, Mason
Spencer, Zach	Bayne, Kaden
Still, Hunter	

7:15PM	
Lacoursiere, Blake	
Gobeil, Jack	
Ryder, Jace	
Loeffelhotz, Aiden	
Lepp, Parker	
Thomas, Brayden	

### September 4, 2024 - Catcher Skills Evaluation Player Tryout Times:

Catcher skills evaluation is not calculated into a player's general ranking. It is used as an additional score to provide coaches with additional information about the players with catching experience.

7:45PM	7:55PM	8:05PM	8:15PM	8:25PM
Bater, Brayden	Engdahl, Deacon	Sautner, Peyton	Froehlich, Hudson	Sokoluk, Clarke
Becker, Bronx	Prosofsky, Slade	Tokarchuk, Benjamin	Larocque, Keason	Tryon, Mason
Braden, Archer	Isabelle, Maddex	Aaro, Jack	Loucks, Antoni	Lacoursiere, Blake
Pelrine, George	Kennedy, Jett	Carnahan, AJ	Olynick, Peyton	Gobeil, Jack
Hofmann, Jake	Korte, Hudson	Ferguson, Parker	Hayes, Graysen	Brayden Thomas
Baumgardner, Gavin	Percival, Keegan	Forrest, Ryder	Sawatzky, Nicholas	

## General Skills Evaluation Process

Evaluations 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

### **Pitching Evaluation:**

*Rubric: Each of accuracy, velocity and mechanics will be scored out of 10 points for a total of 30 points. Pitching will account for 35% of a player's general skills ranking.*

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

*Stations:*

Warm-up Station

- Players will have an opportunity to throw a few warm-up pitches in the bullpen before moving to the first pitching station.

Evaluation Station 1- pitching for accuracy – 5 points

- 5 pitches
- accuracy will be evaluated

Evaluation Station 2- pitching for velocity – 5 points

- 5 pitches
- Velocity scoring is calculated using a bell curve

Evaluation Station 3 – pitching accuracy, velocity and mechanics – 20 points

- Players will throw pitches to a “batter” starting with a 0-0 count. Evaluator will ask them to throw fast balls, change-up and then the players “Go To” Pitch.
- Mechanics will account for 10 points
- Control and command of different pitches will account for 10 points

**Speed Evaluation:**

- Players will have the opportunity to compete 2 (two) run times of 40 yards.
- Speed scoring is calculated using a bell curve.
- *Speed will be scored out of 10 points and will account for 5% of a player’s general skills ranking.*

**Infield Evaluation:**

*Rubric: 10 points each for fielding mechanics, and throw. Total of 20 points. Infield evaluation will account for 15% of a player’s general skills ranking.*

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

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 hands 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.

Stations:

Evaluation Station 1 – fielding from short-stop (2<sup>nd</sup> base for left-handed throwers)- 10 points

- Fielding 4 balls from hack-attack machine and throwing to 1<sup>st</sup> base (3<sup>rd</sup> base for left handed throwers)

Evaluation Station 2 – fielding from 3<sup>rd</sup> base (1<sup>st</sup> base for left-handed throwers)- 10 points

- Fielding 4 balls from hack-attack machine and throwing to 1<sup>st</sup> base (3<sup>rd</sup> base for left handed throwers)

**Outfield Evaluation:**

*Rubric: 10 points each for fielding mechanics, and throw. Total of 20 points. Outfield evaluation will account for 10% of a player's general skills ranking.*

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

Outfield Station:

- Fielding 7 balls from hack-attack machine to right field (4 flyballs and 3 groundballs)
- Flyballs to be thrown home
- Ground balls to be thrown to 3<sup>rd</sup> base
- 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.

### **Hitting Evaluation:**

*Rubric: Each of power, mechanics and contact will be scored out of 10 for a total of 30 points. Hitting will account for 35% of a player's general skills ranking.*

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

### *Stations:*

#### Warm-up Station

- Players will have an opportunity to warm up briefly at a T-work warmup station.

#### Evaluation Station 1- hitting for power

- 5 swings for power off 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 5 opportunities.
- Power scoring is calculated using a bell curve

#### Evaluation Station 2 – mechanics and contact

- 6 pitches provided by a coach underhand in “soft toss” fashion.
- Mechanics and swing contact will be evaluated

#### Evaluation Station 3 – power, mechanics and contact

- 6 pitches overhand from a coach (live arm).
- Mechanics and swing contact and power will be evaluated

## **Catcher Evaluation Process:**

Catcher skills evaluation is not calculated into a player's general ranking. It is used as an additional score to provide coaches with additional information about the players with catching experience.

## **Catcher Skill Evaluation(score out of 20 points):**

Physical Skill Evaluation – 10 points

The catcher physical skill evaluation considers two separate activities; how the player receive the ball, and how the player block the ball.

- **Mechanics:** Evaluate the catcher's stance, footwork, and receiving techniques. Proper mechanics involve maintaining a low, balanced stance, quick and efficient footwork, and soft hands to receive the ball.
- **Blocking:** Assess the catcher's ability to block pitches in the dirt. This includes proper positioning, quick reaction time, and effective use of the body to prevent the ball from getting past.

Throwing Skill Evaluation – 10 points

All catchers will undergo throwing drills to 2<sup>nd</sup> base. A "hack attack" baseball machine will deliver a ball to the catcher and they will be evaluated on:

- **Pop Time:** Measure the time it takes for the catcher to receive the pitch and throw to second base. This metric evaluates the catcher's quickness and efficiency in transitioning from receiving to throwing.
- **Accuracy:** Evaluate the accuracy of the catcher's throws to second base. Accurate throws are crucial for preventing stolen bases and making plays.

