

2020 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 his 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

Scoring rubrics are located in [Appendix A - Rubrics](#)

Hitter Evaluation:

Two separate sessions, each session will consist of:

T-work warmup

Rotate through 3 evaluated batting cages:

- The first cage will feature x8 pitches provided by a coach underhand in “front toss” fashion.
- The second again featuring x8 pitches from the batting machine.
- Third cage x8 pitches provided overhand from a coach.

Scored ranges for age group will be averaged into a 0 to 5 scale for mechanics, power, and contact for a total score of 15 points.

Pitcher Evaluation:

Two separate sessions, each session will consist of:

Groups of 10

Throw from 2 separate pitcher’s mounds at the appropriate age distance.

Mosquitos (11U) get 6 pitches; Peewee (13U) 7 & Bantam (5U) 8 pitches from each mound.

Throw to a catcher / evaluator tandem behind each plate. Each mound will be evaluated out of 5 each for mechanics, velocity, and control for a total of 15 points. The velocity will be calculated by skill shark for median bell curve in each age group.

Infielders Evaluation:

A single session fielding at 2 infield positions; short stop and third base, consisting of:

Groups of 10 players. Half at each position

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 “fungoman” baseball machine.

All throws to 1B.

Outfielders Evaluation:

A single session consisting of:

6 balls hit 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.

Speed Evaluation:

A single session consisting of:

40-yard dash.

Only need to run once.

Timing to begin on the movement of runner.

Appendix A - Rubrics

Hitting and Power Rubric

15 total points; 5 each for contact, mechanics and power

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

Pitching Rubric

15 total points, 5 for control, 5 for mechanics and 5 for velocity.

Score	Control	Mechanics
5	85-100% Strikes	Always composed, great form
4	70-85% Strikes	Exhibits good mechanics
3	55-70% Strikes	Exhibits proper mechanics, some issues
2	40-55% Strikes	Basic mechanics
1	20-40% Strikes	Not aware of any mechanics
0	No Strikes	Bounces the ball towards home plate

Velocity

Score	Mosquito	PeeWee	Bantam
5	45+	49+	63+
3	39-45	42-49	56-63
1	39-	42-	56-

Infielder Rubric

10 points for mechanics, 5 points for accuracy and arm strength in throw. Total of 15 points

Proper fielding technique will be evaluated subjectively based on the players ability to move then proceed into a good 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	Explanation - Fielding
10	Ball is always fielded cleanly and proper technique is always used with an occasional great play.
9	Ball is always fielded cleanly and proper technique is always used.
8	Ball is always fielded cleanly and proper technique is usually used.
7	Ball is usually fielded cleanly and proper technique is always used.
6	Ball is usually fielded cleanly and proper technique is usually used.
5	Ball is usually fielded cleanly and proper technique is seldom used.
4	Ball is seldom fielded cleanly and proper technique is usually used.
3	Ball is seldom fielded cleanly and proper technique is seldom used.
2	Ball is seldom fielded cleanly and proper technique is never used.
1	Ball is never fielded cleanly and proper technique is never used.

Score	Explanation - Throwing
5	Ball always reaches target in the air, on a line , with excellent velocity.
4	Ball always reaches target in the air, on a line , with adequate velocity.
3	Ball usually reaches its target in the air, on a line , with adequate velocity.
2	Ball sometimes reaches its target in the air , but often does so with a hump in it.
1	Ball rarely reaches its target in the air .

Outfielder Rubric

10 points for fielding mechanics, 5 for accuracy and strength of throw. Total of 15 points.

Score	Explanation - Fielding
10	Ball is always received cleanly, correct route always taken, quick transfer, with an occasional great play.
9	Ball is always received cleanly, correct route always taken, a quick transfer.
8	Ball is always received cleanly, correct route usually taken, a quick transfer.
7	Ball is usually received cleanly, correct route usually taken, a quick transfer.
6	Ball is usually received cleanly, correct route usually taken, an adequate transfer.
5	Ball is usually received cleanly, correct route seldom taken, an adequate transfer.
4	Ball is usually received cleanly, correct route usually taken, and an adequate transfer.
3	Ball is seldom received cleanly, correct route usually taken, and a poor transfer.
2	Ball is seldom received cleanly, correct route seldom taken, and a poor transfer.
1	Ball is never received cleanly, correct route never taken, and no transfer.

Score	Explanation - Throwing
5	Ball always reaches target in the air, on a line , with excellent velocity.
4	Ball always reaches target in the air, on a line , with adequate velocity.
3	Ball usually reaches its target in the air, on a line , with adequate velocity.
2	Ball sometimes reaches its target in the air , but often does so with a hump in it.
1	Ball rarely reaches its target in the air .

Speed Rubric

10 points for speed

Score	Explanation
10	
9	
8	
7	
6	
5	Median running speed by skill shark and each player plotted on bell curve.
4	
3	
2	
1	

Overall Evaluation Breakdown

Discipline	Value	
Hitting	15 points	%35 overall
Pitching	15 points	%35 overall
Infield	15 points	%15 overall
Outfield	15 points	%10 overall
Speed	5 points	%5 overall
Total	65 points	%100