

BATTLEFORDS MINOR BASEBALL INC. 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 association 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

HITTER EVALUATION:

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

The first evaluated station 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 5 opportunities.

The second hitting evaluation cage will feature 5 pitches provided by a coach underhand in “soft toss” fashion. Mechanics, swing contact and swing power will be evaluated.

The third and final evaluation will feature 5 pitches overhand from a coach (live arm). Mechanics, swing contact and swing power will be evaluated.

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

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	Contact	Mechanics	Location
8-10	Hard / Always made	Always composed, great form	Line drives to all fields.
6-8	Always made	Exhibits good mechanics	Line drives and groundballs being hit to all fields.
4-6	Usually made	Exhibits proper mechanics, some flaws	Flyballs, groundballs, and an occasional line drive to middle / pull side.
2-4	Seldom made	Basic mechanics	Groundballs and an occasional pulled flyball or lazy line drive.
0-2	Never made	Not aware of proper mechanics	Often foul or rarely travels beyond pitcher.

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.

For 11U and 13U, each mound will be evaluated out of 10 for mechanics, velocity, and control for a total of 30 points. The velocity will be calculated using a bell curve in each age group.

For 15U and 18U, the first two mounds will be evaluated out of 10 for mechanics, velocity, and control. The velocity will be calculated using a bell curve in each age group. Each player will throw 6 off-speed pitches off the 3rd mound. For the 3rd mound, they will measure mechanics, control, and pitch shape will replace velocity as a 3rd metric.

Each mound will be scored out of 10 points for a total of 30 points.

PITCHING RUBRIC

30 total points, 10 for control, 10 for mechanics and 10 for velocity/pitch shape.

Score	Control	Mechanics
8-10	85-100% Strikes	Always composed, great form
6-8	70-85% Strikes	Exhibits good mechanics
4-6	55-70% Strikes	Exhibits proper mechanics, some issues
2-4	40-55% Strikes	Basic mechanics
0-2	20-40% Strikes	Not aware of any mechanics
0	No Strikes	Bounces the ball towards home plate

INFIELDERS EVALUATION:

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

3 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 pitching machine.

The player will be evaluated for mechanics, arm strength and arm accuracy for a total score of 30 points.

INFILDER RUBRIC

10 points each for fielding mechanics, 10 points for accuracy and arm strength. Total of 30 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	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
8-10	Ball always reaches target in the air, on a line, with excellent velocity.
6-8	Ball always reaches target in the air, on a line, with adequate velocity.
4-6	Ball usually reaches its target in the air, on a line, with adequate velocity.
2-4	Ball sometimes reaches its target in the air, but often does so with a hump in it.
0-2	Ball rarely reaches its target in the air.

OUTFIELDERS EVALUATION:

A single session consisting of 7 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 30 points.

OUTFIELDER RUBRIC

10 points each for fielding mechanics, accuracy and strength of throw. Total of 30 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	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
8-10	Ball always reaches target in the air, on a line, with excellent velocity.
6-8	Ball always reaches target in the air, on a line, with adequate velocity.
4-6	Ball usually reaches its target in the air, on a line, with adequate velocity.
2-4	Ball sometimes reaches its target in the air, but often does so with a hump in it.
0-2	Ball rarely reaches its target in the air.

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.

SPEED RUBRIC

10 points for speed

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

Score	Explanation
10	
9	
8	
7	
6	
5	Median running speed for each player plotted on a bell curve
4	
3	
2	
1	

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
Total	110 points	100%