

PROCESS

- Evaluations primarily are based upon the 5 Tools:
 1. Speed
 2. Hitting
 3. Hitting with Power
 4. Arm Strength
 5. Fielding

It's easier to explain and harder to argue with numbers

MINIMIZES SUBJECTIVITY

All coaches work from the same rubric and framework:

1. Coaches speak the same language.
2. Coaches look for the same things.
3. Evaluations are not as varied.

If all coaches work from the same rubric, a more solidified evaluation will occur

DATA DRIVEN

THE IMPORTANCE OF A DETAILED RUBRIC

1. Quantifies and streamlines varying opinions of coaches: good, ok, great, bad to a number.
2. Allows a player to be properly evaluated against his peers:
3. Grades players on a score of 1-8, **with 4 being the average for a varsity high school player**

PROCESS

INFIELDERS EVALUATION:

- All infielders {except 1B} at short
 - * 8 balls hit to each
 - * 2 at them
 - * 2 to the left
 - * 2 to the right
 - * 2 slow rollers
- * All throws to 1st Base with radar gun behind

PROCESS

1st BASEMAN EVALUATION:

- * 8 Balls

- * 3-6-3 double plays

- * Gun behind 2nd base

PROCESS

OUTFIELDERS EVALUATION:

- All outfielders in RF
 - * 8 balls hit to each – combination of all
 - * 2 at them
 - * 1 left
 - * 1 right
 - * 2 go get
 - * 2 charge

All throws to 3B through relay/gun behind 3B

PROCESS

CATCHER EVALUATION:

- * Pop Times
 - * 6 on Monday and Tuesday
 - * Wednesday as needed
- * Receiving
 - * As pitchers throw pens

PROCESS

PITCHER EVALUATION:

- * Utilize 3 mounds:
 - Warm-up mound #1
 - Warm-up mound #2
 - Evaluation mound
- * Same catcher follows pitcher
- * Radar gun at evaluation mound

PROCESS

PITCHER EVALUATION:

- * 2 sets of 8: – can ask for more
 - * 2 FB, 2 BB, 3 FB
 - * 2 FB, 2 CH, 3 FB
 - * Can always adjust

PITCHING

Score	Movement	Poise	Curve	Change	Control
8	Excellent movement with strikes	Always composed	Excellent movement with strikes	Excellent change of speed and movement with strikes	100% strikes
7	Excellent Movement		Excellent movement	Excellent change of speed and movement	90% strikes
6	Good movement with strikes	Usually composed	Good movement with strikes	Good change of speed and movement with strikes	80% strikes
5	Good movement		Good movement	Good change of speed and movement	70% strikes
4	Adequate movement with strikes		Adequate movement with strikes	Adequate change of speed and movement with strikes	50%-69% strikes
3	Adequate movement	Seldom Composed	Adequate movement	Adequate change of speed and movement	30%-49% strikes
2	No movement with strikes		No movement with strikes	No change of speed or movement with strikes	Less than 30% strikes
1	Ball does not move	No composure	Ball does not move	No change	No strikes thrown

PROCESS

HITTER EVALUATION:

- * 1 set of 3 bunts and 8 swings
 - * Coach Pitched
 - * 1 cage for warm-up/1 for eval

PROCESS

RUNNER EVALUATION:

- * 2 60 Yd. Dash times
 - * only need to run once
 - * begin on movement of runner
 - * start from base running position

SPEED, VELOCITY AND CATCHERS

Score	Home-1B	60 Yd. Dash	Velocity	Catcher's Pop
8	4.0 L, 4.1 R	6.4 & under	86+	1.8 and below
7	4.1 L, 4.2 R	6.5 – 6.6	83 - 85	1.9
6	4.2 L, 4.3 R	6.7 – 6.8	80 - 82	2.0
5	4.3 L, 4.4 R	6.9 – 7.0	77 - 79	2.1
4	4.4 L, 4.5 R	7.1 – 7.2	74 - 76	2.2
3	4.5 L, 4.6 R	7.3 – 7.4	71 - 73	2.3
2	4.6 L, 4.7 R	7.5 – 7.6	68 - 70	2.4
1	4.7 L, 4.8 R	7.7 & above	65 - 67	2.5

HITTING ABILITY

Score	Explanation
8	Contact is always made with line drives being hit to all fields .
7	Contact is always made with line drives and groundballs being hit to all fields .
6	Contact is always made with flyballs, groundballs and an occasional line drive to all fields .
5	Contact is always made with flyballs, groundballs and an occasional line drive to the middle or pull side .
4	Contact is usually made with groundballs and an occasional pulled flyball or lazy line drive .
3	Contact is usually made but the ball rarely travels out of the infield area and is often popped up .
2	Contact is seldom made and the ball is often foul or rarely travels beyond where the pitcher is .
1	Contact is never made.

HITTING POWER–Exit Speed

- 3 swings off of a tee using a BB-Cor Bat
- Scoring is below and rated in mph:

8	100
7	90-100
6	85-89
5	80-84
4	75-79
3	70-74
2	65-69
1	60-64

FIELDING SCORES

Score	Explanation
8	Ball is always fielded cleanly and proper technique is always used with an occasional great play.
7	Ball is always fielded cleanly and proper technique is always used.
6	Ball is always fielded cleanly and proper technique is usually used.
5	Ball is usually fielded cleanly and proper technique is usually used.
4	Ball is usually fielded cleanly and proper technique is seldom 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.

THROWING SCORES

Score	Explanation
8	Ball always reaches target in the air, on a line , with excellent velocity.
7	Ball always reaches target in the air, on a line , with good velocity.
6	Ball always reaches target in the air, on a line , with adequate velocity.
5	Ball usually reaches its target in the air, on a line , with adequate velocity.
4	Ball usually reaches its target in the air , but often does so with a hump in it.
3	Ball sometimes reaches its target in the air , but often does so with a hump in it.
2	Ball never reaches its target in the air .
1	Ball never reaches halfway to its target.

BUNTING

Score	Explanation
8	Contact is always made with the balls always being placed in the appropriate areas.
7	Contact is always made with balls usually being placed in the appropriate areas.
6	Contact is usually made with balls usually placed in the appropriate area.
5	Contact is usually made with balls seldom being placed in the appropriate areas.
4	Contact is usually made with balls never being placed in the appropriate areas.
3	Contact is seldom made with the balls seldom being placed in the appropriate areas.
2	Contact is seldom made and the balls are never placed in the appropriate areas.
1	Contact is never made.

GENERAL RULES

35+ = College +

25 + = Varsity Player/College Potential

20-24 = Varsity Type Player

18-23 = Junior Varsity Type Player

17- = J.V. and below Type of Player