

Burnsville Fastpitch 2018 Individual Player Evaluation Process - HITTING

Each player will get 3 practice pitches (during which time the volunteer should adjust the machine to deliver strikes), then 3 pitches to bunt and 7 pitches to hit.

It will be counted as a pitch if the player swings at the ball, or if they do not swing but the pitch is called a strike by the evaluators. Pitches thrown outside of the strike zone that are not swung at will not be counted as one of the 10 pitches each player gets.

The pitching machine will be set at the following speeds for the age levels at which the girl is trying out (ie, 8Us trying out for 10U will hit at the 10U speed).

8U/10U - 35 mph

12U - 40 mph

Evaluators will be looking for:

Technique

Set up – Balanced stance, on balls of feet, load, grip, eyes/head on ball

Stride – Timing, balance, toward pitcher

Swing – Quick hands, fluid, hip/back foot rotation, extension

Skill

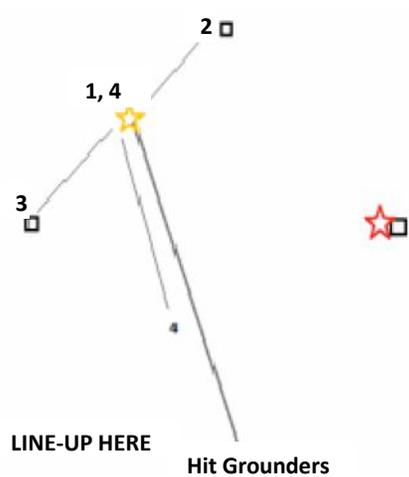
Power – Strength at contact, bat speed, velocity of baseball off bat

Placement – Balls in play, hit the ball where it is pitched (outside pitch to opposite field, pull inside pitch)

Burnsville Fastpitch 2018 Individual Player Evaluation Process - Infield

Each player will get 8 ground balls (hit between 2nd and 3rd Base) and will make each throw to 1st Base.

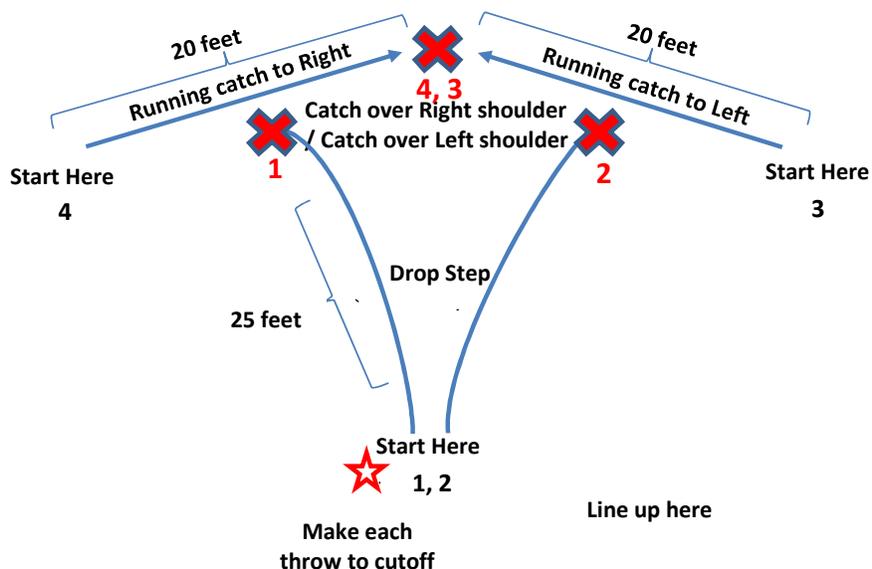
- 2 grounders straight on
- 2 grounders to the right
- 2 grounders to the left
- 2 grounders (bunts) that they charge



Burnsville Fastpitch 2018 Individual Player Evaluation Process - Outfield

Each player will get 4 throws as drop steps (2 to the Right, 2 to the Left) and 4 running catches (2 to the left, 2 to the right) and make each throw to the cutoff.

- 2 fly balls over Right shoulder as drop step
- 2 fly balls over Left shoulder as drop step
- 2 line drive throws as running catches to Left
- 2 line drive throws as running catches to Right



Burnsville Fastpitch 2018 Individual Player Evaluation Process - Running

Running is evaluated on two rotations of running from 1st Base to 2nd Base.

Times are scored by volunteers on runs from 1st Base to 2nd Base. Remind the girls to overrun the base.

Fastest time is recorded.

Times are ranked and grouped into thirds.

Burnsville Fastpitch 2018 Individual Player Evaluation Process - Pitcher

Pitchers will be evaluated on pitches, speed, location, and technique.

All pitchers will throw 9 Fastballs, and 3 Change-Ups (if they can).

For Fastballs, the speed of each pitch will be recorded by the evaluator, and then the pitch Speed Score which corresponds with the speed (as registered on the radar gun) will be input under "Speed Scoring".

For Change-Ups, the Speed score will be noted as indicated under Change-Up Speed below.

Each Fastball and Change-Up pitch will also be scored based upon pitch Location as defined below.

Finally, the pitcher's overall pitching Technique for the series of pitches will be scored on a 0 - 6 (for Fastball) and 0-3 (for Change-Up) point scale as referenced below.

For each pitch, the totals for Speed and Location will be computed and then averaged and then the overall Technique will be added to the averages for Speed and Location for Fastballs and Change-Ups and that will be recorded as the final pitching score.

Overall pitching scores range from 0 - 22, and all scores will be recorded to the 1/1000th decimal (e.g., X.XXX) to provide differentiation in scores.

On pitch speed, pitchers will be scored using the following scale.

For Fastballs, each pitch will be scored as follows.

3 points for 50+ mph

2 points for 45+ mph

1.5 points for 40+ mph

1 point for 35+ mph

0.5 point for 30+ mph

0 points for below 30 mph

For Change-ups, each pitch will be scored as follows.

2 points for same arm and hand speed, accurate pitch, effective speed reduction (as compared to Fastball)

1 point for somewhat accurate pitch and some speed reduction (as compared to Fastball)

0 points for no accuracy and no speed reduction (as compared to Fastball)

For pitch Location, pitchers will be asked to throw 5 Fastballs for strikes, 2 Fastballs inside and 2 Fastballs outside. They will also be asked to throw Change-ups for strikes. Location will be scored as 0 for pitches missing the location, 3 for pitches which are close to hitting the desired location, and a 6 for a direct hit of the desired location. Note, for inside and outside Fastballs, pitches should be within 3 inches of the plate, in the desired direction, to be scored as a 6. For strikes down the middle, a 3 should be scored.

On pitch technique, pitchers will be scored based upon their ability to demonstrate proper pitching technique. While there are different pitching techniques which can be used, pitchers will be scored based upon their ability to demonstrate good, consistent pitching mechanics, including the use of the power line, both arms and legs in their pitching motion, and a solid release and follow-thru. For Fastballs, Pitchers will be scored 0 to 6 points for a combination of ALL of their pitches (ie, one score for Technique per pitcher). For Change-Ups, Pitchers will be scored 0 to 3 points for a combination of ALL of their pitches. This scoring difference ONLY relates to the weighting of Fastball to Change-up, so a technique rated as a 6 with a Fastball would be a 3 with a Change-up.

6 points for Fastball (3 points for Change-Ups) will be awarded if pitcher demonstrates a very strong and consistent pitching technique, regardless of the type of pitch thrown (Fastball or Change-up) or the placement (inside, outside, strike) of the pitch. This score represents a "text-book" pitching motion.

4 points for Fastball (2 points for Change-Ups) will be awarded if pitcher demonstrates an above average and consistent pitching technique. This score represents a solid pitching motion, with just tweaks needed.

2 points for Fastball (1 point for Change-Ups) will be awarded if pitcher demonstrates a below average and somewhat inconsistent pitching technique. This score represents a developing pitching motion in which the pitcher isn't fully utilizing her technique to get the most out of the pitch.

For each pitch type (Fastball or Change-up), the scores for Speed and Location will be totaled and then averaged across the number of pitches thrown (Note - all scores will be carried out to the 1/1000th decimal to provide additional differentiation between scores). For Technique, a score of 0-6 Fastball (0-3 Change-Up) will be tallied for the combined pitches. This score for Technique will be added to the average score for Speed and Location to determine the overall pitching score, which will range from 0 to 22 for each pitcher.

Burnsville Fastpitch 2018 Individual Player Evaluation Process - Catcher

Catchers will be rated on how they field the position and throw.

10 pitches (5 which will be caught and 5 that will need to be blocked).

2 bunts and throw to 2nd Base.

2 catches and then throw down to 2nd Base.

Note - Each return throw to the pitcher will also be evaluated.

Catching / Framing the Pitch

To receive a score of 5, the catcher will have to demonstrate very solid catcher technique, including presenting a good target; demonstrate a strong, balanced base (catcher's stance); track the ball all the way to the glove; catch the ball in front of the body; and frame the catch (to get the strike call). Then the catcher makes a strong throw back to the pitcher.

To receive a score of 4, the catcher will have to demonstrate an above average catcher technique, including presenting a good target; demonstrate a strong, balanced base (catcher's stance); track the ball all the way to the glove; catch the ball in front of the body; and frame the catch (to get the strike call). Then the catcher makes a fairly strong return throw to the pitcher.

To receive a score of 3, the catcher will have to demonstrate average catcher technique, including usually presenting a good target; demonstrate a strong, mostly-balanced base (catcher's stance); track the ball all the way to the glove; catch the ball in front of the body; and usually frames the catch (to get the strike call). Then the catcher makes a decent return throw to the pitcher.

To receive a score of 2, the catcher will have to demonstrate a slightly below average catcher technique, including usually presenting a good target; demonstrate a somewhat-balanced base (catcher's stance); track the ball all the way to the glove; may start to stand up to catch high strikes; and doesn't frame the catch (to get the strike call). Then catcher demonstrates inconsistency on the return throws to the pitcher.

To receive a score of 1, the catcher clearly needs to develop her catcher's technique. The catcher doesn't present a good target; her stance is off-balanced; she isn't tracking the ball all the way to the glove; she stands up early to make catches; and she doesn't frame the catch (to get the strike call). Then the catcher's return throws to the pitcher are weak.

Evaluators will assess all catches and return throws and provide a corresponding score for each pitch. The totals for all pitches will then be computed and averaged to the 1/1000ths decimal (for differentiation).

Block Pitch in Dirt

To receive a score of 5, the catcher demonstrates solid balanced positioning, moves to the ball, and keeps all of the balls in front of her.

To receive a score of 4, the catcher demonstrates solid balanced positioning, moves to the ball, and keeps most of the balls in front of her.

To receive a score of 3, the catcher demonstrates average balanced positioning, typically moves to the ball, and keeps some of the balls in front of her.

To receive a score of 2, the catcher demonstrates poor/inconsistent positioning, doesn't move to the ball in a controlled manner and/or just reaches for the ball, and balls go all over.

To receive a score of 1, the catcher doesn't demonstrate technique or positioning, just reaches out to the ball, and balls go all over.

Evaluators will assess all blocks and provide a corresponding score for each. The totals for all blocks will then be computed and averaged to the 1/1000ths decimal (for differentiation).

Field a Bunt and Throw to 2nd Base

Footwork

To received a score of 2, the catcher demonstrates great footwork, attacks the ball, positions her feet for a throw.

To received a score of 1, the catcher demonstrates average footwork, goes after the ball, may not appropriately position her feet for a throw.

To received a score of 0, the catcher demonstrates poor footwork, slowly goes after the ball, doesn't appropriately position her feet for a throw.

Arm Strength

To received a score of 2, the catcher demonstrates very strong arm strength while delivering a good hard throw on a line.

To received a score of 1, the catcher demonstrates average arm strength while delivering an average throw which may be somewhat of a rainbow (with no more than one bounce).

To received a score of 0, the catcher demonstrates weak arm strength in delivering a poor throw with a big rainbow (with many bounces or roll).

Throw Accuracy

To received a score of 2, the catcher demonstrates an accurate throw to the base.

To received a score of 1, the catcher demonstrates a decent throw, but not quite on target.

To received a score of 0, the catcher's throw is well off target.

Evaluators will assess the fielding and throwing under each category (Footwork, Arm Strength, Throw Accuracy) for each of the 4 attempts (2 bunt and throw to 2nd Base; and 2 catch and throw to 2nd Base) and record each score. The results will then be totaled and divided by the 4 attempts to determine the average score (rounded to the 1/1000ths decimal for differentiation).